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ABSTRACT

This report describes the content of the 115 programs comprising "Square One TV" after two seasons of production, relating that content to the three goals of the series. Appended is a listing of the shows, with complete specification of each segment's content, description, format, length, and other information. The goals and the extent to which they have been met are detailed. Goal 1 was to promote positive attitudes toward, and enthusiasm for, mathematics; 80% of the segments explicitly show mathematics to be a powerful and widely applicable tool, or an aesthetically pleasing subject, or that it can be understood, used, and even invented, by non-specialists. Goal 2 was to encourage the use and application of problem-solving processes; of the 430 problem-solving segments appearing in the 115 shows, almost all address this goal by explicitly illustrating the formulation or treatment of problems. Moreover, 80% model the use of at least one problem-solving heuristic, and almost 50% incorporate the important stage of problem follow-up. Goal 3 was to present sound mathematical content in an interesting, accessible, and meaningful manner; 94% of the segments address this goal by incorporating one or more of the series' seven mathematical areas. (MNS)

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SQUARE ONE TV

SEASON TWO CONTENT ANALYSIS AND SHOW RUNDOWNS

July 21, 1988

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c. CTW, 1988

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EXECUTIVE SUMMARY

This report summarizes the mathematical and pedagogical content of the SQUARE ONE TV library after two seasons of production, relating that content to the three goals of the series. It also provides a rundown of the shows, with a complete specification of each segment's show number, content, description, format, length, and other information.

The goals of the series are these:

I. to promote positive attitudes toward, and enthusiasm for, mathematics;

II. to encourage the use and application of problem-solving processes; and

III. to present sound mathematical content in an interesting, accessible, and meaningful manner.

The report includes a detailed elaboration of the goals.

Goal I. 80% of the segments of the series address Goal I by explicitly showing mathematics to be a powerful and widely applicable tool; or an aesthetically pleasing subject; or by showing that it can be understood, used, and even invented, by non-specialists.

Goal II. Of the 430 problem-solving segments that appear in the course of the 115 shows, almost all address Goal II by explicitly illustrating the formulation or treatment of problems. Moreover, 80% model the use of at least one problem-solving heuristic, and almost one-half incorporate the important stage of problem follow-up (by looking for alternative solutions or extending to related problems, for example).

Goal III. 94% of the segments address Goal III by incorporating one or more of the series' seven mathematical areas (numbers and counting; arithmetic of rational numbers; measurement; numerical functions and relations; combinatorics; statistics and probability; and geometry). 63% involve more than one mathematical topic, thus reinforcing interrelations among mathematical concepts.

SQUARE ONE TV

CONTENT ANALYSIS AND SHOW RUNDOWNS, SEASON TWO

SQUARE ONE TV is a library of programs with the potential for a long useful broadcast life. It is also finding non-broadcast uses in schools and may even be suited to other video media. Knowledge of the content of the programs is essential to use it effectively and to inform future production. We analyzed every segment of SQUARE ONE TV in terms of the series' goals. The results of our analysis reside in our comprehensive computer database. This information has been useful to compare the content of SQUARE ONE TV with other resources in mathematics education--for example, scope-and-sequence charts of mathematics curricula and local district mathematics programs. Of course, our review and analysis of the first season production were one basis for planning the second season. For example, estimation, geometry, and data representation and analysis emerged as areas needing more emphasis in the library. They all received special attention in Season II.

This report describes the content of the 115 programs of the SQUARE ONE TV library in terms of its elaborated goal statement (Appendix A). Charts and graphs show the cumulative treatment of objectives for the series' goals. Rundowns of the 40 programs of Season II (Appendix C) include descriptions of each segment of each program. Readers of this report will find rundowns of the

initial 75 programs and details of their analysis in the first season report.[1]

SQUARE ONE TV GOALS

The series has three goals:

I. to promote positive attitudes toward, and enthusiasm for, mathematics;

II. to encourage the use and application of problem-solving processes; and

III. to present sound mathematical content in an interesting, accessible, and meaningful manner.

Of the three goals, Goal I is the most elusive. People respond to mathematical ideas if they see concepts linked to concrete situations, if the ideas appear beautiful and dynamic, or if they seem accessible to people with whom the viewer can identify. We reviewed each segment in terms of these three motivational criteria.

Goal II operates through segments that illustrate problem-solving behavior and problem-solving heuristics. Roughly speaking, there are three stages of problem-solving behavior: problem formulation, problem treatment, and problem follow-up. However, problem-solving is rarely linear or so simply described. Instead, a problem solver moves among the three types of behavior, applying heuristics--for example, in representing a

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1. Schneider, Aucoin, Schupack, Pierce, and Esty, Square One TV, Season One Content Analysis and Show Rundowns, Children's Television Workshop, 1987.

problem, in transforming a problem, in looking for patterns or other pertinent information, or in developing an alternative point of view. (The coding sheet on the page 3a illustrates our view of the problem-solving components for Goal II.) Having produced 316 segments[2] that explicitly pose a problem that is solved in the course of the segment, we analyzed their depiction of problem-solving behavior and heuristics.

Goal III involves the presentation of a broad spectrum of mathematics. We aim to provide mathematics which has clear ties to school curricula and also mathematics which would extend viewers' school experience. Our mathematical outline includes seven areas:

Numbers and Counting;
Arithmetic of Rational Numbers;
Measurement;
Numerical Functions and Relations;
Combinatorics and Counting Techniques;
Statistics and Probability; and
Geometry.

See Appendix A for an outline of each area as we considered it in developing program material. The danger in this, or any other, outline is an unintended suggestion of artificial boundaries between areas rather than a reinforcement of commonality. In fact, many segments of the series deal with more than one area of mathematics.

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2. We produced 225 segments in season one with explicitly posed problems and 91 more in Season II.

CONTENT ANALYSIS

GOAL I

I. Positive Attitudes and Enthusiasm:

__ A. Powerful and Applicable Tool

__ B. Beautiful Aesthetically Pleasing Subject

__ C. Initiated, Developed, and Understood by Non-Specialist

OTHER ANALYSIS

__ Unanswered questions to viewer
__ Invitation to participate
__ Calculator use
__ Computer use
__ Mistakes made and corrected

GOAL III

____ . ____ . ____
____ . ____ . ____ Mathematics Content

PROBSOLV

NOT PROBSOLV

GOAL II

ACTION

A. PROBLEM FORMULATION

__1. Recognize a problem; State a problem
__2. Assess value of solving
__3. Assess possibility of solving

B. PROBLEM TREATMENT

__1. Recall information presented
__2. Estimate or approximate
__3. Make measurements; Gather data; Check resources
__4. Calculate, or Manipulate geometric (Mental or Physical)
__5. Consider probabilities
__6. Use trial and error; Guess and check

D. PROBLEM FOLLOW-UP

__ 1. Discuss reasonableness of results (and precision of results)
__ 2. Look for alternative solutions
__ 3. Look for alternative ways to solve
__ 4. Look for, or extend to, related problems

HEURISTICS

C1. REPRESENT PROBLEM
__ a. Scale model, drawing, map
__ b. Picture; Diagram, gadget
__ c. Table; Chart
__ d. Graph
__ e. Use objects; Act out

C2. TRANSFORM PROBLEM
__ a. Reword, clarify
__ b. Simplify
__ c. Find subgoals, sub-problems (work backwards)

C3. LOOK FOR
__a. Patterns
__b. Missing info
__c. Distinctions in kinds of information-pertinent, extraneous

C4. REAPPROACH PROBLEM
__ a. Change point of view; Reevaluate assumptions
__ b. Generate new hypotheses

Date: _____ Prod. : _____

Coder: _____ Title: _____

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THE SHOWS

In terms of mathematical organization, there are two types of shows: those with a particular mathematical emphasis and those based on a variety of mathematical topics. By definition, the former have a single topic which is the focus of segments comprising about one-third of that show. There are 47 such shows. For example, Show 222, with an emphasis on the arithmetic of multiples of nine, includes a studio sketch, The Amazing Story of Nines; a music video, Nines; and two animations, Multiples of 9 and Dirklet: Divisible by Nine.

The remaining shows present a mixture of mathematics. However, 25 shows have a mini-emphasis: two or more segments on the same topic, but running shorter than one-third of the show. For example, show 224 includes four pieces dealing with percents: (Piece of the Pie, Eight Percent of My Love, Mathman: Show Interrupt #1 (45%), and Dirk Niblick: You can Fool Most of the People). Mini-emphases may also serve to support the mathematics of a show's Mathnet episode. A list of the shows with their emphases, if any, appears on page 4a.

SHOW EMPHASES

Show	Main	Mini	Emphasis
101			
102			
103			
104	x		Scale
105	x		Percents
106	x		Angles
107	x		Percents
108		x	Volume
109		x	Odd and Even Numbers
110	x		Combinatorics
111	x		Probability
112			
113	x		Fractions
114		x	Two-dimensional Shapes
115			
116	x		Spatial Measurement
117	x		Area and Perimeter
118	x		Figurate Numbers
119	x		Rounding
120	x		Prime Numbers
121	x		Common Multiples
122			
123	x		Area of Irregular Shapes
124	x		Factors and Primes
125		x	Multiples
126	x		Data Organization
127	x		Scale
128	x		Probability
129		x	Percent
130			
131	x		Place Values
132	x		Metric Measurement
133		xx	Tessellations; Fibonacci Sequences
134	x		Percent
135		x	Rates and Ratios
136	x		Fractions
137			
138	x		Parity
139	x		Working Backwards
140	x		Probability
141	x		Angles
142	x		Data Processing
143	x		Geometric Objects
144	x		Spatial Measurement
145	x		Additivity
146	x		Square Numbers
147	x		Rounding
148		x	Multiplication
149	x		Functions
150			
151		x	Pentominoes
152			
153	x		Place Value
154		x	Palindromes
155	x		Quadrilaterals
156			
157	x		Scale
158	x		Data Processing

Show	Main	Mini	Emphasis
159			
160		x	Large Numbers
161		x	Permutations
162		x	Rates
163	x		Probability
164	x		Functions (Coding)
165	x		Infinity; Parity
166	x		Multiples and Factors
167		x	Tessellations
168	x		Fractions
169	x		Area and Perimeter
170		x	Percents
171		x	Metric Measurement
172			
173	x		Logical Thinking
174			
175			
201			
202		x	Estimation
203			
204			
205	x		Modular Arithmetic
206			
207			
208			
209			
210		x	Numerical Patterns
211			
212			
213			
214			
215			
216		x	Numerical Patterns
217			
218		x	Numerical Functions
219			
220			
221			
222	x		Arithmetic of Nines
223		x	Triangles
224		x	Percents
225			
226			
227			
228		x	Triangles
229			
230		x	Numeration
231			
232			
233		x	Fibonacci Sequence
234			
235			
236			
237			
238			
239	x		Data Presentation
240			

ANALYSIS OF SEGMENTS

Second season production added 156 segments to the pool from which we assemble programs. The six segment formats[3,4,5] occur with the following frequencies:

	Season I		Season II		Library	
Studio Sketch	218	(46%)	17	(11%)	235	(37%)
Animation	126	(27%)	62	(40%)	188	(30%)
Mathnet Episode	35	(7%)	30	(19%)	65	(10%)
Song	35	(7%)	6	(4%)	41	(6%)
Game Show	31	(7%)	41	(26%)	72	(11%)
Live Action Film	31	(7%)	0	(0%)	31	(5%)
Totals	476		156		632	

ANALYSIS BY GOALS

We analyzed each segment for its contribution in achieving each of the series' goals. In dealing with attitudes and motivation, Goal I is difficult to measure objectively. Our analysis recognizes only what is explicitly exhibited or expressed, not what the viewer may infer. Goal I coding has three criteria which correspond to its three objectives as described in the goal statement (Appendix A).

Segments analyzed for Goal II are those which explicitly present a problem for solution within the segment. For the 316 segments

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3. A seventh segment format, the bumper, is a short (typically less than 12 seconds) segue between segments of a show. Bumpers are a prevalent feature of season one programs. We produced 207. Examples are Newsroom Interrupts, and Warnings. Since few of the bumpers are codable to the goals, we exclude them from the statistics.

4. The careful reader who compares the season one statistics here with those reported in the season one report will note occasional slight discrepencies. They result from a few errors in recording the coding.

5. Forty-one segments have more than one part appearing together in a show, although separated by other segments. Multi-part segments are coded as a single segment

that meet this criterion, the analysis recognizes problem-solving behavior or applications of heuristics explicitly appear in the sketch.

Each of the seven areas of mathematics listed for Goal III is further divided as shown in the outline in Appendix A. The outline is convenient to analyze the mathematical content of the segments. However, it is not meant to suggest any attempt to segregate mathematical ideas. In fact, many segments involve problems which cut across several areas. Moreover, we make no attempt to distinguish between primary and secondary topics. In many cases it is difficult to make a clear case of primacy. And, to some extent, mathematical content is a function of the viewer's experience and perception. For example, to a less sophisticated viewer, But Who's Counting? may appear as a game primarily involving place value, while a more experienced viewer may concentrate on its probabilistic aspects.

The show rundowns in Appendix C include the complete analysis according to each goal for each segment.

FURTHER ANALYSIS

Several pedagogical concerns fall outside the elaboration of the series' goals, but are important both as a summary of the content of the library and as a guide to future production.

Calculator or computer use. We noted each instance of calculator or computer use in the series. These important tools are

increasingly prevalent in the culture as well as in education. Mathematics educators are concerned about their appropriate use and incorporation into instruction. How to use them is not a specific concern of the series; characters use them when it is natural and appropriate.

Viewer participation. One learns mathematics by doing mathematics. The series provides explicit invitations for direct participation, as in the "spot the polygon" animations and some Blackstone pieces. Other segments leave unanswered questions for consideration during intervening segments (as in the two-part Dirk Niblick animations) or after the show (as in the Blackstone pieces and the song The Time Keeper). We separately tallied segments that invite participation or leave unanswered questions.

Exhibiting mistakes. Mistakes can be instructive. They are inevitably part of problem solving and learning. Modeling appropriate behavior in the face of errors or mistakes is part of the design of the series. We counted all segments in which a character makes a mistake and corrects it, such as Oops! and various segments of Mathnet.

TALLIES ACROSS 115 PROGRAMS

As noted earlier, segment production for seasons one and two totaled 632. Some segments appear more than once in the series. For example, many songs run two or three times each. Moreover, 65 segments from first season production appear in the second set of shows. The 115 programs comprise 776 segments, counting

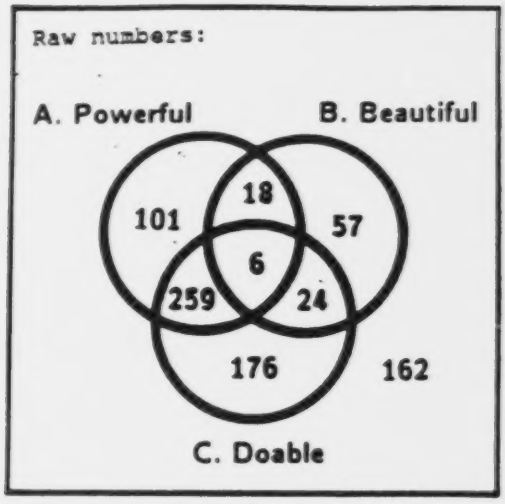
repeated segments. The six segment formats occur with the following frequencies:

	Season I		Season II		Library	
Studio Sketch	221	(41%)	45	(19%)	266	(34%)
Animation	101	(19%)	82	(35%)	183	(24%)
Mathnet Episode	75	(14%)	40	(17%)	115	(15%)
Song	80	(15%)	27	(12%)	107	(14%)
Game Show	28	(5%)	32	(14%)	60	(8%)
Live Action Film	37	(7%)	8	(3%)	45	(6%)
Total	542		234		776	

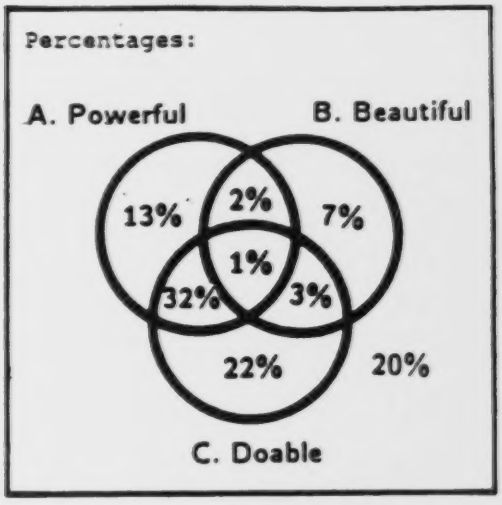
The charts and graphs below relate the treatment of the goals across the segments. In the game, Square One Squares, questions are independent and carry sufficient content to warrant treating them as segments in the tallies. Thus the base for the coding consists of 793 items (776 segments less 8 episodes of Square One Squares plus 25 Square One Squares questions).

GOAL I TALLIES

Of the 793 codable items in the library, 631 (80%) satisfy one or more of the three criteria for Goal I. The Venn diagrams below show the distribution.



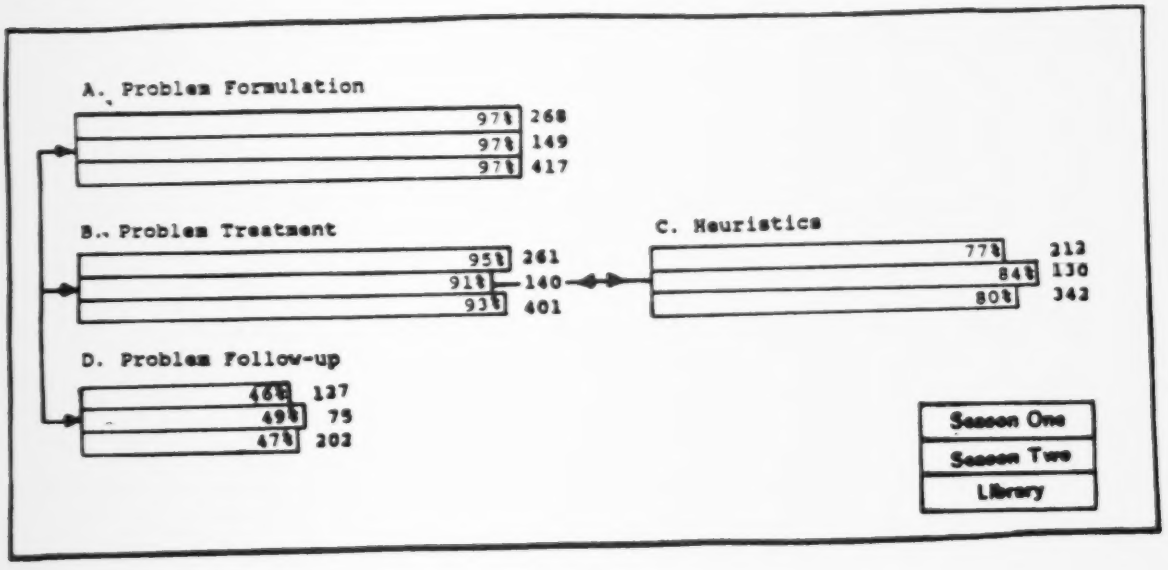
Library



Library

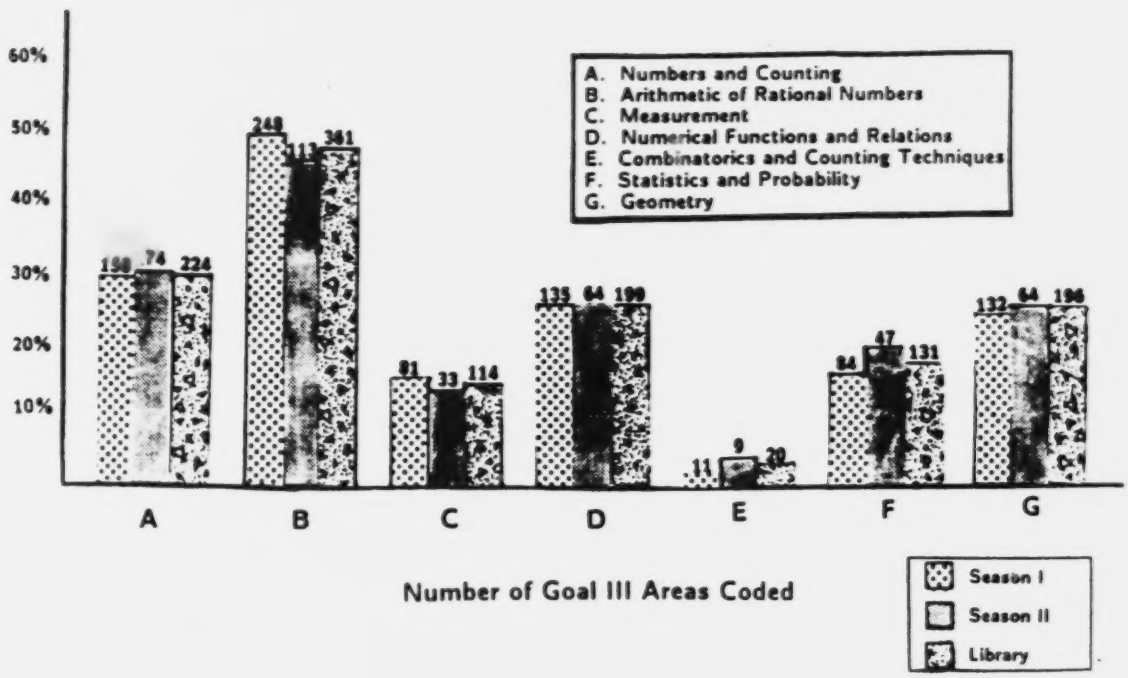
GOAL II TALLIES

Of the 793 codable items, 430 explicitly present a problem for solution within the segment (or within the Square One Squares question). The diagram below, which is intended to recall the relations among the four aspects of problem solving, shows the percentage of the 430 which address each of the four Goal II objectives. Note that many segments meet more than one objective. See Appendix B for a finer tally of segments according to the detailed treatment of problem solving in our elaborated goal statement (Appendix A).

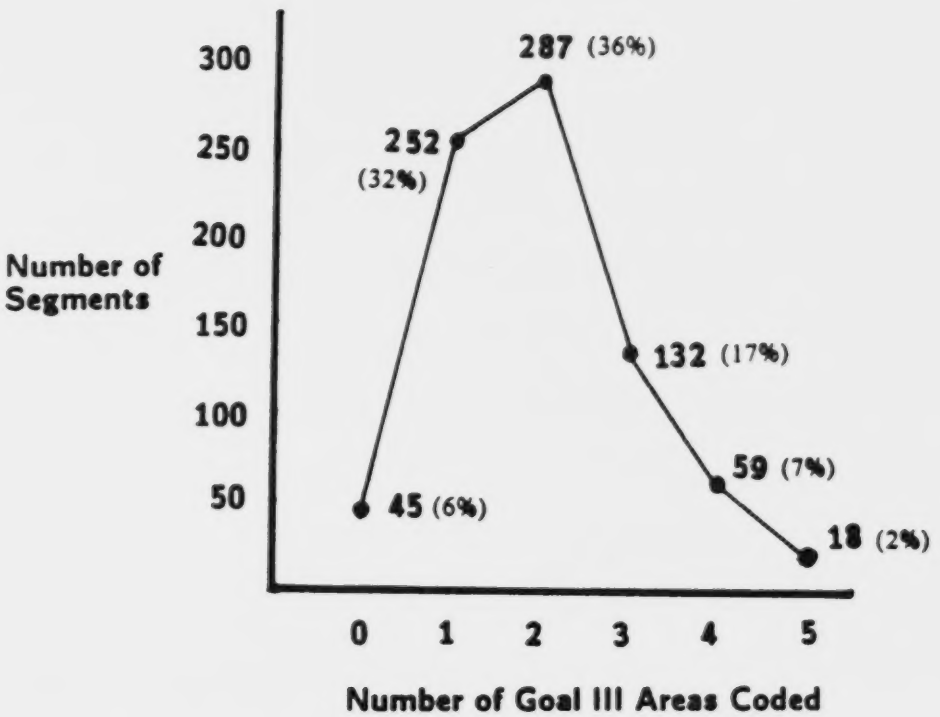


GOAL III TALLIES

The bar graph below shows the distribution of Goal III coding across the seven mathematical areas listed under Goal III. Many of the 793 items involve more than one area of mathematics and hence the percentages add to more than 100. See Appendix B for a finer tally of segments according to the detailed outline of the mathematical areas in our elaborated goal statement (Appendix A).



Mathematical Diversity. Many segments incorporate more than one area of mathematics. The graph below shows the mathematical diversity of the 793 items coded for Goal III by reporting the number of multiply-coded items according to the multiplicities. For example, 132 segments involve mathematics of exactly three subcategories. Of the total, 496 (63%) involve two or more areas of mathematics.



TALLIES OF FURTHER ANALYSES

The table below shows the number of the 793 items that involve the several pedagogical techniques discussed above.

Calculator use	31	4%
Computer use	44	6%
Invitation for direct viewer participation	149	19%
Unanswered questions	81	10%
Errors exhibited	197	23%

SUMMARY

This report has presented an analysis of the mathematical and pedagogical content of the SQUARE ONE TV library after two seasons of production. We related that content to the three goals of the series: to promote positive attitudes toward, and enthusiasm for, mathematics; to encourage the use and application of problem-solving processes; and to present sound mathematical content in an interesting, accessible, and meaningful manner.

Goal I. 80% of the segments of the series address Goal I by explicitly showing mathematics to be a powerful and widely applicable tool or an aesthetically pleasing subject, or by showing that it can be understood, used, and even invented, by non-specialists.

Goal II. Of the 430 problem-solving segments that appear in the course of the 115 shows, virtually all address Goal II by explicitly illustrating the formulation or treatment of problems. Moreover, some 80% model the use of at least one problem-solving heuristic, and 47% incorporate the important stage of problem follow-up (by looking for alternative solutions or extending to related problems, for example).

Goal III. 94% of the segments address Goal III by incorporating one or more of the series' seven mathematical areas (numbers and counting; arithmetic of rational numbers; measurement; numerical functions and relations; combinatorics; statistics and probability; and geometry). 63% of the segments involve more than one mathematical topic, thus reinforcing the interrelations among mathematical concepts.

APPENDIX A

SQUARE ONE TV

COMPLETE STATEMENT OF GOALS

SQUARE ONE TELEVISION--ELABORATION Of GOALS

GOAL I. To promote positive attitudes toward, and enthusiasm for, mathematics by showing:

A. Mathematics is a powerful and widely applicable tool useful to solve problems, to illustrate concepts, and to increase efficiency.

B. Mathematics is beautiful and aesthetically pleasing.

C. Mathematics can be understood, used, and even invented, by non-specialists.

GOAL II. To encourage the use and application of problem-solving processes by modeling:

A. Problem Formulation

1. Recognize and state a problem.

2. Assess the value of solving a problem.

3. Assess the possibility of solving a problem.

B. Problem Treatment

1. Recall information.

2. Estimate or approximate.

3. Measure, gather data or check resources.

4. Calculate or manipulate (mentally or physically).

5. Consider probabilities.

6. Use trial-and-error or guess-and-check.

C. Problem-Solving Heuristics

1. Represent problem: scale model, drawing, map; picture; diagram, gadget; table, chart; graph; use object, act out.

2. Transform problem: reword, clarify; simplify; find subgoals, subproblems, work backwards.

3. Look for: patterns; missing information; distinctions in kind of information (pertinent or extraneous).

4. Reapproach problem: change point of view, reevaluate assumptions; generate new hypotheses.

D. Problem Follow-up

1. Discuss reasonableness of results and precision of results.

2. Look for alternative solutions.

3. Look for alternative ways to solve.

4. Look for, or extend to, related problems.

GOAL III. To present sound mathematical content in an interesting, accessible, and meaningful manner by exploring:

A. Numbers and Counting

1. Whole numbers.

2. Numeration: role and meaning of digits in whole numbers (place value); Roman numerals; palindromes; other bases.

3. Rational numbers: interpretations of fractions as numbers, ratios, parts of a whole or of a set.

4. Decimal notation: role and meaning of digits in decimal numeration.

5. Percents: uses; link to decimals and fractions.

6. Negative numbers: uses; relation to subtraction.

B. Arithmetic of Rational Numbers

1. Basic operations: addition, subtraction, division, multiplication, exponentiation; when and how to use operations.

2. Structure: primes, factors, and multiples.

3. Number theory: modular arithmetic (including parity); Diophantine equations; Fibonacci sequence; Pascal's triangle.

4. Approximation: rounding; bounds; approximate calculation; interpolation and extrapolation; estimation.

5. Ratios: use of ratios, rates, and proportions; relation to division; golden section.

C. Measurement

1. Units: systems (English, metric, non-standard); importance of standard units.

2. Spatial: length, area, volume, perimeter, and surface area.

3. Approximate nature: exact versus approximate, i.e., counting versus measuring; calculation with approximations; margin of error; propagation of error; estimation.

4. Additivity.

D. Numerical Functions and Relations

1. Relations: order, inequalities, subset relations, additivity, infinite sets.

2. Functions: linear, quadratic, exponential; rules, patterns.

3. Equations: solution techniques (e.g., manipulation, guess-and-test); missing addend and factor; relation to construction of numbers.

4. Formulas: interpretation and evaluation; algebra as generalized arithmetic.

E. Combinatorics and Counting Techniques

1. Multiplication principle and decomposition.

2. Pigeonhole principle.

3. Systematic enumeration of cases.

F. Statistics and Probability

1. Basic quantification: counting; representation by rational numbers.

2. Derived measures: average, median, range.

3. Concepts: independence, correlation; "Law of Averages."

4. Prediction: relation to probability.

5. Data processing: collection and analysis.

6. Data presentation: graphs, charts, tables; construction and interpretation.

G. Geometry

1. Dimensionality: one, two, three, and four dimensions.

2. Rigid transformations: transformations in two and three dimensions; rotations, reflections, and translations; symmetry.

3. Tessellations: covering the plane and bounded regions; kaleidoscopes; role of symmetry; other surfaces.

4. Maps and models in scale: application of ratios.

5. Perspective: rudiments of drawing in perspective; representation of three-dimensional objects in two dimensions.

6. Geometrical objects: recognition; relations among; constructions; patterns.

7. Topological mappings and properties: invariants.

APPENDIX B

SQUARE ONE TV

DETAILED ANALYSIS ACCORDING TO GOALS II AND III

GOAL II TALLIES

The elaborated goal statement (Appendix A) lists 3-6 sub-headings for each Goal II objective. Tallies of the treatment of the sub-objectives in the segments of the shows are shown in the matrix below. For example, 417 of the 430 problem-solving items from the library meet sub-objective A1 (recognize and state a problem).

	Sub-objectives					
Objectives	1	2	3	4	5	6
A. Formulation	417	100	57	-	-	-
B. Treatment	136	85	171	267	34	61
C. Heuristics	267	192	103	105	-	-
D. Follow-up	158	46	28	27	-	-

GOAL III TALLIES

The elaborated goal statement (Appendix A) lists 3-7 sub-headings for each Goal III objective. Tallies of the treatment of the sub-objectives in the segments of the shows are shown in the matrix below. For example, 10 segments of the 793 segments in the series library involve C4 (additivity).

	Objectives	Sub-objectives 1	2	3	4	5	6	7
A.	Numbers and Counting	17	45	77	42	82	15	-
B.	Arithmetic	224	85	53	48	43	-	-
C.	Measurement	37	73	36	10	-	-	-
D.	Functions	111	100	0	6	-	-	-
E.	Combinatorics	15	0	5	-	-	-	-
F.	Statistics and Probability	23	14	5	45	31	64	-
G.	Geometry	17	29	10	48	1	139	3

APPENDIX C

SQUARE ONE TV

SEASON TWO RUNDOWNS

Reading the Show Rundowns

Each entry includes descriptive data about a segment from the production data base.

Line one:

Show number--the first digit signifies the season number;
Item number--the serial number of the segment in its show;
Item Title;
Production number--unique to each segment;
Item format--a three-letter code;

ANI	animation
GAM	game show
LAF	live-action film
NET	Mathnet episode
PAR	continuation of a multi-part segment
SON	song
SOS	Square One Squares question
STU	studio sketch

Length--the running time of the segment.

Line two:

Brief description;

Last line:

Goal I classification;
Goal II classification;
Goal III classification;
Problem-solving segment (PS)--X stands for "yes".

Example: On the first page of the rundowns, we have, for show number 201, item 3, a song (SON) entitled One BIllion is Big, listed with its brief description, no Goal I coding, several Goal II classifications, and its Goal III coding of "A1 A2". It also qualifies as a problem-solving segment.

Note: The goal content of continuations of multi-part segments (PAR) is ordinarily coded under the first part. Hence the goal classifications for segments marked "PAR" are blank.

201- 1 SQUARE ONE SQUARES #5 20570 GAM 6:43
Two students try to determine which cast member is giving the correct answer to the questions: Rectangle/Triangle Area, High/Low Temperatures, and Dirk Portraits.

GOAL 1: GOAL 2: GOAL 3: PS:

201- 1 SQUARE ONE SQUARES #5 QUESTION 1 20571 SOS
Which of the two figures has the greater area, or are they the same?

GOAL 1: C GOAL 2: A1 B4 C1e C4a GOAL 3: C2 G2 G6 PS: X

201- 1 SQUARE ONE SQUARES #5 QUESTION 2 20572 SOS
The bar chart has to be analyzed in order to determine which day of the week has the highest low temperature.

GOAL 1: GOAL 2: A1 B3 C2b C3c D4 GOAL 3: F2 F6 PS: X

201- 1 SQUARE ONE SQUARES #5 QUESTION 3 20573 SOS
If one portrait of Dirk NIblick is 7cm x 10cm, how large is another that is in proportion and is 40cm high?

GOAL 1: C GOAL 2: A1 B4 C3c D1 GOAL 3: B5 G4 PS: X

201- 2 DIRK NIBLICK: FOOL MST OF THE PEOPL PT.1 20880 ANI 5:39
Dirk comes to the aid of Mr. Beazley who was swindled by a Used Car salesman claiming he is giving 30% off the base cost of a car.

GOAL 1: B GOAL 2: A1 B1 B3 C1c C2a D1 GOAL 3: A5 PS: X

201- 3 ONE BILLION IS BIG 20850 SON 3:14
The Fat Boys sing about one billion and its relative magnitude compared to one million.

GOAL 1: GOAL 2: A1 B2 B4 C1b C2a D1 GOAL 3: A1 A2 PS: X

201- 4 DIRK NIBLICK: FOOL MST OF THE PEOPL PT.2 20881 PAR 2:35

GOAL 1: GOAL 2: GOAL 3: PS:

201- 5 EB: NUMBER PATTERN 37 (VERSION 1) 17190 ANI 0:21
This short animation illustrates a number pattern involving multiples of 3 and multiples of 37.

GOAL 1: C GOAL 2: GOAL 3: D2 PS:

201- 6 MATHNET-CASE OF THE WILLING PARROT-1 20030 NET 8:44
The Mathnetters receive a call from Walter Treppling about a haunted mansion. The Mathnetters go to investigate, only to find that the mansion is owned by Little Louie - a parrot.

GOAL 1: A C GOAL 2: A1 GOAL 3: C2 D2 G4 PS:

202- 1 DIRKLET: CLOSE CALL PROMO/ESTIMATION 21210 ANI 1:01
Dirk promotes the use of estimation and plugs the terrific game show of estimation, Close Call.

GOAL 1: GOAL 2: A1 D1 GOAL 3: B4 PS: X

202- 2 ESTIMATION 21390 SON 3:51
A song about estimation which suggests that estimating is a quick and easy way to get an answer fast. It is quite a useful tool when an answer doesn't need to be exact

GOAL 1: GOAL 2: A1 B2 GOAL 3: C3 PS: X

202- 3 CLOSE CALL #7 20800 GAM 7:43
Students compete against each other trying to get the closest estimate to: Spots on the Fabric, Seashells on the Beach Umbrella, Rubic's Cubes, and People along the edge of the Rug.

GOAL 1: C GOAL 2: A1 B2 GOAL 3: C1 C3 PS: X

202- 4 EB: MULTIPLY BY ZERO-VER. 2 20890 ANI 0:35
This short animation illustrates the idea that any number multiplied by zero is zero.

GOAL 1: GOAL 2: A1 B4 D1 GOAL 3: B1 A1 PS: X

202- 5 EB: SPOT THE QUADRILATERALS 20930 ANI 0:26
This short animation asks the viewer to identify which of the polygons are quadrilaterals.

GOAL 1: GOAL 2: A1 D1 GOAL 3: G6 PS: X

202- 6 MATHMAN: RECTANGLES 20160 ANI 1:39
Mathman plays a video game in which he must eat all polygons which are rectangles.

GOAL 1: C GOAL 2: GOAL 3: G6 PS:

202- 7 MATHNET-CASE OF THE WILLING PARROT-2 20031 NET 12:06
The Mathnetters find their ghost, Norman Tedge, hiding out in the mansion. Then they uncover a puzzle with a particular pattern which might prove to have a bearing on the missing money.

GOAL 1: GOAL 2: A1 B1 B3 B4 B5 C1b C3a GOAL 3: A5 D2 F1 F4 G6 PS: X

203- 1 BLACKSTONE: CROSSED OUT NUMBERS 21020 STU 3:18
Blackstone asks a spectator to pick out a number in each row of a 4x4 chart so that no two are in the same column. He correctly predicts that their sum is 34.

GOAL 1: GOAL 2: GOAL 3: D2 PS:

203- 2 DIRKLET: MATHNET PROMO #1 21180 BUM 0:40
Dirk reminds Square One's loyal fans that Kate and George will be along soon with another exciting episode of Mathnet.

GOAL 1: GOAL 2: GOAL 3: PS:

203- 3 PIECE OF THE PIE #10 20440 GAM 6:02
Two teams alternate guessing the most common answers to the survey question "Name something that parents tell kids not to waste." The team that accumulates the greater percentage wins the game.

GOAL 1: A C GOAL 2: A1 B3 B6 C3b GOAL 3: A5 B1 D1 F6 PS: X

203- 4 COMBO JOMBO 21400 SON 3:41
The song demonstrates the use of combinatorics to find the number of combinations of bands of several sizes given the number of each type player available.

GOAL 1: A GOAL 2: A1 A3 B4 C1c D1 GOAL 3: B1 E1 PS: X

203- 5 MATHMAN: SQUARE NUMBERS #2 20050 ANI 1:18
Mathman plays a video game in which he must eat all square numbers.

GOAL 1: C GOAL 2: GOAL 3: B2 PS:

203- 6 MATHNET-CASE OF THE WILLING PARROT-3 20032 NET 12:13
The Mathnetters are called in to solve the mystery of the missing parrot. Using problem solving skills and the Fibonacci sequence they are able to find the missing bird.

GOAL 1: B C GOAL 2: A1 A3 B1 B4 B6 C1e C3a C4a C4b GOAL 3: B3 G6 PS: X

204- 1 TRIPLE PLAY #2 20650 GAM 5:39
Two students compete against each other trying to cover the vertices of an equilateral triangle. Multiplication and Addition sentences must be created in order to cover a vertex.

GOAL 1: C GOAL 2: A1 B4 C1b C2c C3a GOAL 3: B1 G6 PS: X

204- 2 DIRK NIBLICK: ILLEGAL LAWYER PT.1 20240 ANI 4:34
Dirk helps Fluff and Fold who are being swindled by a crooked lawyer. They were left an inheritance, but are being given less than their fair share due to the lawyers misuse of fractions.

GOAL 1: A B GOAL 2: A1 B1 B3 B4 C1c C2a GOAL 3: A3 PS: X

204- 3 PHONER: THE ANSWER IS 1 20490 STU 2:23
Cynthia has a one-sided telephone conversation in shich she chooses a number and performs a series of operations that always give her the answer of one.

GOAL 1: A C GOAL 2: GOAL 3: B1 D2 PS:

204- 4 DIRK NIBLICK: ILLEGAL LAWYER PT.2 20241 PAR 2:20

GOAL 1: GOAL 2: GOAL 3: PS:

204- 5 GROANING WALL I 11871 STU 1:15
The cast tells each other riddles -- all of which have a mathematical theme.

GOAL 1: GOAL 2: GOAL 3: PS:

204- 6 MATHNET-CASE OF THE WILLING PARROT-4 20033 NET 11:03
The Mathnetters investigate the latest crime, a birdnapping - namely, Little Louie. Their checking of resources leads them to Norman Tedge. They arrest him, but he escapes before their very eyes.

GOAL 1: GOAL 2: A1 B1 B3 B6 C3b D3 GOAL 3: B3 PS: X

205- 1 DIRKLET: BLACKSTONE PROMO 21270 BUM 1:00
Dirk promotes Blackstone who will be appearing later on the show.

GOAL 1: GOAL 2: GOAL 3: PS:

205- 2 MATHMAN: 2 MOD 5 20060 ANI 1:41
Mathman plays a video game in which he must eat all numbers congruent to 2 mod 5.

GOAL 1: C GOAL 2: GOAL 3: B2 B3 PS:

205- 3 BLACKSTONE: FIVE ENVELOPE SPELLING 21100 STU 4:40
By seeding an envelope with money among four others with only messages, Blackstone retains the money for himself when all count off to choose one. He thus illustrating a careful use of remainders.

GOAL 1: GOAL 2: GOAL 3: D2 PS:

205- 4 CALVIN KLEIN BOY 16140 LAF 1:22
Dweezil Zappa discovers the meaning of combinatorics when he determines how many possible outfits he can make from a certain number of pants, shirts, and sweaters.

GOAL 1: C GOAL 2: GOAL 3: E1 PS:

205- 5 TIME KEEPER 21410 SON 3:31
Tempestt Bledsoe sings about keeping time in a factory and the clock arithmetic which is involved.

GOAL 1: C GOAL 2: A1 B4 C1b GOAL 3: B3 PS: X

205- 6 DATA HEADACHE II 14312 STU 1:32
A cab driver uses a pie chart to organize his business expenses and rid himself of a data headache.

GOAL 1: A GOAL 2: GOAL 3: F6 PS:

205- 7 MATHNET-CASE OF THE WILLING PARROT-5 20034 NET 11:58
The Mathnetters use Walter Treppling's assistance in making a conversion between the Fibonacci sequence and a pattern of tiles. Solving this pattern leads them to the hidden fortune left in the will.

GOAL 1: B C GOAL 2: B1 B3 C1b C1e C2a C2c C3a C3b GOAL 3: B1 B3 D2 PS: X

206- 1 DIRK NIBLICK: TO HECK AND BACK PT.1 21120 ANI 5:31
Dirk comes to the rescue of his neighbor, Mr. Beazley, who is accused of having robbed a bank in the town of Heck. Dirk proves Beazley's innocence based on distance, rate and time.

GOAL 1: GOAL 2: A1 B2 B3 B4 C1c C2a C3b D1 GOAL 3: C2 C3 PS: X

206- 2 MATHMAN: FRACTIONS GREATER THAN 1 20070 ANI 1:37
Mathman plays a video game in which he must eat all fractions which are greater than 1.

GOAL 1: C GOAL 2: GOAL 3: A3 PS:

206- 3 DIRK NIBLICK: TO HECK AND BACK PT.2 21121 PAR 2:20

GOAL 1: GOAL 2: GOAL 3: PS:

206- 4 CLOSE CALL #9 20820 GAM 6:54
Students compete against each other trying to get the closest estimate to: Peanuts in the Container, Peanut Butter Jars/Elephant, Slinkies on the Rain Slickers, and % of Audience with Beach Balls.

GOAL 1: C GOAL 2: A1 B2 GOAL 3: A5 C1 C2 PS: X

206- 5 EB: MIXED NUMBERS 4/3 20950 ANI 0:15
This short animation illustrates mixed numbers by showing the same amount of liquid in a number of different glasses.

GOAL 1: A GOAL 2: GOAL 3: A3 D1 PS:

206- 6 PRIME NUMBERS 20840 SON 3:42
The Jets sing a song about prime numbers.

GOAL 1: GOAL 2: A1 B4 GOAL 3: B2 B3 PS: X

206- 7 EB: PRIME NUMBERS 21360 ANI 0:23
This short animation illustrates the prime numbers on a 100 grid.

GOAL 1: GOAL 2: GOAL 3: B2 PS:

206- 8 SQUARE ONE PUZZLER: RECTANGLES 21160 ANI 0:41
A short animation puzzler: How many rectangles are in the diagram? The viewer must take into account the embedded rectangles.

GOAL 1: GOAL 2: A1 B4 C1b C1e C2c GOAL 3: G6 PS: X

206- 9 MATHNET-CASE OF THE GREAT CAR ROBBERY-1 20010 NET 5:43
The Mathnetters are called in to investigate the increase in the number of cars being stolen in the L.A. area. They begin by analyzing data collected from the robberies in the hope of finding clues.

GOAL 1: C GOAL 2: A1 B2 B3 B4 C1c C2a C3a GOAL 3: A5 B4 F5 F6 PS: X

207- 1 DIRKLET: SQUARE ONE SQUARES PROMO 21200 BUM 0:44
Dirk reminds Square One TV viewers to stay tuned for another exciting challenge on Square One Squares.

GOAL 1: GOAL 2: GOAL 3: PS:

207- 2 BLACKSTONE: MAGIC SAFARI 21080 STU 3:45
Blackstone illustrates associativity by forcing the spectator to count to a pig in a collection of animals in a circle.

GOAL 1: GOAL 2: GOAL 3: D2 PS:

207- 3 SQUARE ONE SQUARES #7 20590 GAM 8:07
Two students try to determine which cast member is giving the correct answer to the questions: Embedded Squares, Blue Hair/Sunglasses, Cube with a Corner cut off, and Dozen Dozen.

GOAL 1: GOAL 2: GOAL 3: PS:

207- 3 SQUARE ONE SQUARES #7 QUESTION 1 20591 SOS
How many squares are in the paintbox grid?

GOAL 1: C GOAL 2: A1 B4 C1b C1e C2c C4a GOAL 3: G6 PS: X

207- 3 SQUARE ONE SQUARES #7 QUESTION 2 20592 SOS
Eight people are going to a rock concert. Six of them have blue hair, four are wearing sunglasses. What is the smallest number who have blue hair and sunglasses?

GOAL 1: C GOAL 2: A1 A3 B4 C1b C1e GOAL 3: C4 PS: X

207- 3 SQUARE ONE SQUARES #7 QUESTION 3 20593 SOS
Which of two nets can be folded to form a cube with a corner cut off?

GOAL 1: C GOAL 2: A1 B4 C1e D1 GOAL 3: G2 G6 PS: X

207- 3 SQUARE ONE SQUARES #7 QUESTION 4 20594 SOS
Which is more: six dozen dozen or half a dozen dozen?

GOAL 1: C GOAL 2: A1 B4 C2a GOAL 3: A2 D1 PS: X

207- 4 STICK SQUARES - 3 13953 STU 0:41
Alison Smith demonstrates toothpick square tricks to the viewing audience.

GOAL 1: C GOAL 2: A1 B4 D1 D2 C1e C4a GOAL 3: G6 PS: X

207- 5 MATHMAN: MULTIPLES OF 5 15670 ANI 1:09
Mathman plays a video game in which he must eat only numbers that are multiples of 5.

GOAL 1: C GOAL 2: GOAL 3: B2 PS:

207- 6 ME AND MY SHADOW 13660 STU 2:36
Debbie Allen discusses dimensionality by comparing her own 3-dimensionality with the 2-dimensionality of her shadow.

GOAL 1: C GOAL 2: GOAL 3: G1 C2 PS:

207- 7 MATHNET-CASE OF THE GREAT CAR ROBBERY-2 20011 NET 10:39
The Mathnetters continue their investigation into the missng cars and meet Li So, a young lady whose car has been stolen. Although she saw it being towed, the L.A.P.D. has no record of taking it.

GOAL 1: GOAL 2: A1 B4 C1d C2c C3a C3b C3c C4a GOAL 3: A5 B4 F2 F5 F6 PS: X

208- 1 TRIPLE PLAY #1 20640 GAM 5:48
Two students compete against each other trying to cover the vertices of an equilateral triangle. Multiplication and Addition sentences must be created in order to cover a vertex.

GOAL 1: C GOAL 2: A1 B4 C1b C2c C3a GOAL 3: B1 G6 PS: X

208- 2 DIRKLET: USE GRAPHS 21340 BUM 1:17
Dirk suggests that a good problem solving heuristic is to make a graph.

GOAL 1: A C GOAL 2: A1 GOAL 3: PS:

208- 3 OOPS! 1/2 + 1/3 = 2/5 20460 STU 1:37
A confused character makes a mistake when adding 1/2 + 1/3 which causes a stock-footage disaster.

GOAL 1: A GOAL 2: A1 A2 B4 D1 GOAL 3: B1 A3 PS: X

208- 4 COMMON MULTIPLE MAN 11890 STU 4:21
When a couple has to figure out how many hors d'oeuvres to buy to serve either 12, 16, or 24 guest equally , they call Common Multiple Man, a super hero with a very strange super power.

GOAL 1: A C GOAL 2: A1 A3 B1 B4 D1 D2 D4 C1c C2c C GOAL 3: B2 PS: X

208- 5 MATHMAN: PENTAGONS 20150 ANI 1:33
Mister Glitch plays a video game in which he must eat all polygons which are pentagons.

GOAL 1: C GOAL 2: GOAL 3: G6 PS:

208- 6 ARCHIMEDES 21130 SON 2:56
This song about Archimedes highlights some of his inventions and discoveries.

GOAL 1: A GOAL 2: GOAL 3: PS:

208- 7 MATHNET-CASE OF THE GREAT CAR ROBBERY-3 20012 NET 9:39
20,000 cars have disappeared from L.A. during the past two months with a recovery rate of only 30 percent. The Mathnetters decide to speak to a used car dealer to learn more about the missing cars.

GOAL 1: GOAL 2: A1 B1 B3 C1c C2c C3a C3b C4a GOAL 3: B5 F5 F6 PS: X

209- 1 DIRK NIBLICK: THE LINT TRAP PT.1 20270 ANI 4:58
Dirk helps Fluff and Fold understand that they were underpaid by their boss, Soapy LaFong. He paid them for only four hours a day although they had clearly worked four and a half hours each day.

GOAL 1: B GOAL 2: A1 B4 C1c C2a C2b GOAL 3: B3 PS: X

209- 2 YOU CAN COUNT ON IT 16680 SON 1:58
This song presents various ways that math shows up in the world.

GOAL 1: A C GOAL 2: GOAL 3: C1 PS:

209- 3 DIRK NIBLICK: THE LINT TRAP PT.2 20271 PAR 2:48

GOAL 1: GOAL 2: GOAL 3: PS:

209- 4 EB: SPOT THE HEXAGONS 20920 ANI 0:26
This short animation asks the viewer to identify which of the polygons are hexagons.

GOAL 1: GOAL 2: A1 D1 GOAL 3: G6 PS: X

209- 5 PIECE OF THE PIE #2 20360 GAM 5:27
Two teams alternate guessing the most common answers to the survey question "Name something you do when you are bored." The team that accumulates the greater percentage wins the game.

GOAL 1: A C GOAL 2: A1 B6 C3b GOAL 3: A5 B1 D1 F6 PS: X

209- 6 CABOT & MARSHMALLOW: ROUND TO CONFOUND 14850 STU 1:21
Marshmallow learns that rounding numbers is not always appropriate when Cabot rounds the $4.50 he owes Marshmallow down to zero.

GOAL 1: C GOAL 2: A1 A3 B2 B4 D1 D3 C2b GOAL 3: B4 B1 PS: X

209- 7 MATHNET-CASE OF THE GREAT CAR ROBBERY-4 20013 NET 10:31
With Li So's help, the Mathnetters determine that the pattern of heavy cars being stolen is an important clue in the crimes. They hypothesize that the cars are being recycled as scrap metal.

GOAL 1: GOAL 2: A1 B2 B3 B4 B5 B6 C1c C2c C3b GOAL 3: B1 B4 B5 F6 PS: X

210- 1 PHONER: THE ANSWER IS 6 20520 STU 2:12
Reg has a one-sided telephone conversation in which he chooses a number and performs a series of operations that always give him the answer of six.

GOAL 1: A C GOAL 2: GOAL 3: B1 D2 PS:

210- 2 DIRKLET: LOOK FOR A PATTERN 21330 ANI 1:46
Dirk suggests that a good problem solving heuristic is to look for a pattern .

GOAL 1: GOAL 2: A1 C2a C3a GOAL 3: D2 PS: X

210- 3 BLACKSTONE: LIAR AND TRUTHTELLER 21030 STU 3:10
One spectator is to lie, the other to tell the truth in answering Blackstone's question. Even though he does not know which is the liar, the answer to one question reveals which holds a hidden coin.

GOAL 1: A GOAL 2: GOAL 3: PS:

210- 4 BALONEY 14300 STU 1:43
Two crazy characters visit the International House of Balony where they have a choice of any 2 of the 4 toppings for their sandwiches. They demonstrate and make a list to determine the possibilities.

GOAL 1: A C GOAL 2: B3 C1b C2c GOAL 3: E1 F6 PS: X

210- 5 MATHMAN: INEQUALITY 19-C < 5 20110 ANI 1:29
Mathman plays a videogame in which he must eat all numbers which satisfy the inequality 19-C < 5.

GOAL 1: C GOAL 2: GOAL 3: B1 D1 D4 PS:

210- 6 MATHNET-CASE OF THE GREAT CAR ROBBERY-5 20014 NET 15:24
The Mathnetters set a trap for the car robbers. The robbers fall for the trap, leading the Mathnetters to the scrap metal site where they catch their culprit.

GOAL 1: GOAL 2: A1 B1 B3 B4 C1d C1e C3a GOAL 3: B4 B5 F2 F5 F6 PS: X

211- 1 SQUARE ONE SQUARES #8 20600 GAM 7:02
Two students try to determine which cast member is giving the correct answer to the questions: Wigs/Glasses, Lion, and Sliced Cube.

GOAL 1: GOAL 2: GOAL 3: PS:

211- 1 SQUARE ONE SQUARES #8 QUESTION 1 20601 SOS
How many different combinations of sunglasses/wigs can you make if you have four pairs of sunglasses and three kinds of wigs?

GOAL 1: C GOAL 2: A1 B4 C1e GOAL 3: B1 E1 PS: X

211- 1 SQUARE ONE SQUARES #8 QUESTION 2 20602 SOS
Dishes of kitty food are placed in a line 10 meters apart. If a lion started at the first bowl and went down the line eating all the kitty food, how many dishes of kitty food did it eat?

GOAL 1: GOAL 2: A1 B4 C1b C2c GOAL 3: C2 D1 PS: X

211- 1 SQUARE ONE SQUARES #8 QUESTION 3 20603 SOS
A cube is sliced and separated. What shape will the face of the sliced cube take on?

GOAL 1: C GOAL 2: A1 B4 C2a C3c GOAL 3: G6 PS: X

211- 2 DIRK NIBLICK: DO NOT FOLD, SPINDLE, PT.1 21110 ANI 6:07
Dirk confronts a salesman about the legitimacy of his sales tactics. He pressures his customers into buying three sixty minute audio tapes for $3.95 instead of two ninety minute tapes for $2.95.

GOAL 1: A GOAL 2: A1 B1 B3 C1c D1 GOAL 3: B5 PS: X

211- 3 LESS THAN ZERO 14150 SON 2:04
This song presents a diving, dance, skating, and hammer-throw competition to show arithmetic realizations of negative numbers.

GOAL 1: C GOAL 2: GOAL 3: A6 D1 PS:

211- 4 DIRK NIBLICK: DO NOT FOLD, SPINDLE, PT.2 21111 PAR 2:45

GOAL 1: GOAL 2: GOAL 3: PS:

211- 5 MATHNET-DECEPTIVE DATA-1 20340 NET 9:33
The Mathnetters discuss sampling as a means of estimating the number of viewers for a radio show. They do this in an effort to understand why The Mike Piers Show was taken off the air.

GOAL 1: GOAL 2: A1 A2 B1 B2 B3 D1 GOAL 3: A3 B4 F1 PS: X

212- 1 DIRK NIBLICK: GO WEST YOUNG MATH. PT.1 20250 ANI 5:53
Dirk comes to the rescue of townspeople being swindled when purchasing land. Although they receive the proper amount of land, it is not in dimensions suitable for building.

GOAL 1: A C GOAL 2: A1 A2 B1 B3 B4 C1b C2a D1 D2 GOAL 3: C2 D2 PS: X

212- 2 BUREAU OF MISSING NUMBERS: 14 15930 STU 1:59
Terry Ryan, an FBI type, takes information pertaining to the number 14 and inputs this information into her computer. These characteristics include factors, whether or not it is prime or square, etc.

GOAL 1: A GOAL 2: A1 B3 B4 C2c GOAL 3: B2 B1 PS: X

212- 3 DIRK NIBLICK: GO WEST YOUNG MATH. PT.2 20251 PAR 3:10

GOAL 1: GOAL 2: GOAL 3: PS:

212- 4 MATHMAN: SHOW INTERRUPT #3 (3/8) 20210 ANI 0:26
Mathman is told that 3/8 of the show is over and must decide what fraction of the show remains.

GOAL 1: C GOAL 2: GOAL 3: A3 PS:

212- 5 MATHNET-DECEPTIVE DATA-2 20341 NET 15:33
Through experimentation and graphing, the Mathnetters get a better understanding of sampling.

GOAL 1: GOAL 2: B1 C1d C1e GOAL 3: A5 B4 F1 F5 F6 PS: X

213- 1 DIRKLET: TRIPLE PLAY PROMO/TRIANGLES 21190 ANI 0:47
Dirk says he loves Triple Play and wonders if all triangles are equilateral.

GOAL 1: GOAL 2: A1 GOAL 3: G6 PS: X

213- 2 ANGLE DANCE 10180 SON 2:23
The rock group Plane Geometry sings a song about angles and uses body movement to illustrate angles, as well.

GOAL 1: B C GOAL 2: GOAL 3: G6 PS:

213- 3 TRIPLE PLAY #4 20670 GAM 4:20
Two students compete against each other trying to cover the vertices of an equilateral triangle. Multiplication and Addition sentences must be created in order to cover a vertex.

GOAL 1: C GOAL 2: A1 B4 C1b C2c C3a GOAL 3: B1 G6 PS: X

213- 4 MATHMAN: PARALLELOGRAMS 20170 ANI 1:25
Mathman plays a video game in which he must eat all polygons which are parallelgrams.

GOAL 1: C GOAL 2: GOAL 3: G6 PS:

213- 5 MAN AT DESK (HEAD CALCULATOR) 16080 LAF 0:58
In this commercial take-off, a character reveals the human head as the world's most popular calculator.

GOAL 1: A C GOAL 2: GOAL 3: B1 B2 PS:

213- 6 MATHNET-DECEPTIVE DATA-3 20342 NET 17:20
The Mathnetters use charts to analyze data obtained from the Hoover Rating Service. They find that the Mike Pliers Show took a sudden drop just as the Viscious Vinnie Show took off in the ratings.

GOAL 1: A C GOAL 2: A1 A2 B1 B3 C1c C1d C3a C3c C4a GOAL 3: F1 F2 F5 F6 PS: X

214- 1 CLOSE CALL #1 20740 GAM 7:00
Students compete against each other trying to get the closest estimate to: Pushpins in the Square One Logo, Boxer Shorts on a Clothesline, Sections of a Hero Sandwich, and % of Audience with cards.

GOAL 1: C GOAL 2: A1 B2 D1 GOAL 3: A5 C1 C3 PS: X

214- 2 DIRKLET: PAPER AND PENCIL #2 21260 BUM 1:15
Dirk reminds viewers to have paper and pencil for upcoming segments of the show.

GOAL 1: GOAL 2: GOAL 3: PS:

214- 3 BLACKSTONE: NUMBER AFFINITY 21010 STU 2:20
Blackstone asks a spectator to pick a number from 1 to 9, double it, add 2, multiply by 5, and subtract 6. The result appears when he juxtaposes the spectator's concealed number with his own.

GOAL 1: GOAL 2: GOAL 3: B1 D2 PS:

214- 4 PHONER: THE ANSWER IS 3 15970 STU 2:23
Arthur has a one-sided telephone conversation in which he chooses a number and performs a series of operations that always give him the answer of 3.

GOAL 1: A C GOAL 2: GOAL 3: D2 B1 PS:

214- 5 MATHNET-DECEPTIVE DATA-4 20343 NET 14:10
The Mathnetters interview individuals who are part of the Hoover Ratings Service Sample. They find evidence to suggest that the ratings have been altered.

GOAL 1: A B GOAL 2: A1 B1 B3 C1c C4a C4b D1 GOAL 3: C3 F5 F6 PS: X

215- 1 MATHMAN: QUADRILATERALS 20130 ANI 1:25
Mathman plays a video game in which he must eat all polygons which are quadrilaterals.

GOAL 1: C GOAL 2: GOAL 3: G6 PS:

215- 2 DIRKLET: PIECE OF THE PIE PROMO 21220 BUM 1:10
Dirk promotes the game show, Piece of the Pie, which is coming up soon on Square One TV.

GOAL 1: GOAL 2: GOAL 3: PS:

215- 3 THINK ABOUT THE PROBLEM 16990 SON 2:55
This song offers advice to a boy who is confused about which bike to buy. The music video stresses stepping back from a problem and looking at it from another angle.

GOAL 1: A C GOAL 2: A1 A2 B3 C1e C4a GOAL 3: D1 PS: X

215- 4 PIECE OF THE PIE #3 20370 GAM 5:19
Two teams alternate guessing the most common answers to the survey question "What's your favorite snack?" The team that accumulates the greater percentage wins the game.

GOAL 1: A C GOAL 2: A1 B6 C3b D2 GOAL 3: A5 B1 D1 F6 PS: X

215- 5 MATHNET-DECEPTIVE DATA-5 20344 NET 14:48
After finding that many rating boxes have been tampered with, the Mathnetters decide to visit Viscious Vinnie. He confesses to his crime of rigging the ratings and forcing Mike Pliers off the air.

GOAL 1: GOAL 2: A1 A3 B1 B3 B4 C1b C2a C4b D1 GOAL 3: A5 B4 PS: X

216- 1 BLACKSTONE: MAGIC DICE (LEADS DIRK) 21060 STU 2:51
Blackstone illustrates the fact that opposing faces of a die add to seven. With this he can predict the result of an arithmetic manipulation of the number on a rolled die.

GOAL 1: B GOAL 2: GOAL 3: D2 PS:

216- 2 DIRKLET: ORDER OF MULTIPLICATION 21280 ANI 1:19
Dirk explains that multiplying two numbers together can be done in either order and the product is always the same.

GOAL 1: GOAL 2: A1 C2a GOAL 3: B1 PS: X

216- 3 SQUARE ONE SQUARES #11 20630 GAM 6:52
Two students try to determine which cast member is giving the correct answer to the questions: Circle with a Line Segment through it, Sliced Cones, and Joel/Kathy Pizza.

GOAL 1: GOAL 2: GOAL 3: PS:

216- 3 SQUARE ONE SQUARES #11 QUESTION 1 20631 SOS
Can the paintbox figure be drawn with one continuous line without retracing, or does it require more than one line?

GOAL 1: C GOAL 2: A1 B4 C1b C1e C2c C4a D3 GOAL 3: E3 G6 G7 PS: X

216- 3 SQUARE ONE SQUARES #11 QUESTION 2 20632 SOS
A cone is sliced. What shape is determined by the slice?

GOAL 1: C GOAL 2: A1 B4 C1e GOAL 3: G6 PS: X

216- 3 SQUARE ONE SQUARES #11 QUESTION 3 20633 SOS
Which is more: two or seven-thirds?

GOAL 1: C GOAL 2: A1 B4 C1b C2a GOAL 3: A3 D1 PS: X

216- 4 EB: NUMBER PATTERN SQUARE NOS. (ver. 2) 21660 ANI 0:19
This short animation illustrates a number pattern involving square numbers: square numbers are the sum of consecutive odd numbers starting with 1.

GOAL 1: B GOAL 2: GOAL 3: D2 B2 PS:

216- 5 PERFECT SQUARES 13140 SON 3:25
A blues band sings about square numbers and graphically suggests their connection to geometry.

GOAL 1: A C GOAL 2: GOAL 3: B2 B1 PS:

216- 6 MATHNET-REAR TERRACE-1 20320 NET 12:30
George Frankly is working by himself since Kate is at home with a bum knee. He has accumulated data on a series of bank pranks. When he shares this data with Kate, she notices a pattern.

GOAL 1: GOAL 2: A1 B1 B2 B3 C1a C1c C3a C3b D1 GOAL 3: B4 B5 F5 F6 PS: X

217- 1 DIRK NIBLICK: MALL OR NOTHING AT ML PT.1 20260 ANI 6:06
Dirk comes to the rescue of Fluff and Fold who are being deceived by a biased survey.

GOAL 1: B GOAL 2: A1 A2 B1 B3 C1c C2a D1 D4 GOAL 3: A5 F5 PS: X

217- 2 CLOSE CALL #2 20750 GAM 6:42
Students compete against each other tring to get the closest estimate to: Rubber Balls in Phone Booth, Pumps of Air into a Balloon, Ball of Rope, and Hands on a Baseball Bat.

GOAL 1: C GOAL 2: A1 B2 C2a D1 GOAL 3: C1 C3 PS: X

217- 3 EB: NUMBER PATTERN 37 (VERSION 2) 17200 ANI 0:21
This short animation illustrates a number pattern involving multiples of 3 and multiples of 37.

GOAL 1: C GOAL 2: GOAL 3: D2 PS:

217- 4 DIRK NIBLICK: MALL OR NOTHING AT ML PT.2 20261 PAR 2:38

GOAL 1: GOAL 2: GOAL 3: PS:

217- 5 EB: PALINDROME-VER.2 20900 ANI 0:41
This animation illustrates generating a palingfrom from any two digit- number: simply reverse the digits and add and repeat this process until the sum is a palindrome.

GOAL 1: GOAL 2: GOAL 3: A2 B1 D2 PS:

217- 6 MATHNET-REAR TERRACE-2 20321 NET 11:09
George meets with a reporter who has been receiving poems about the bank pranks. George goes over the facts in search of a motive. He is interupted when Kate calls claiming her neighbor has a bomb.

GOAL 1: GOAL 2: A1 A2 A3 B1 B2 B3 C1c C2a C3a GOAL 3: A5 B4 F2 F5 F6 PS: X

218- 1 DIRK NIBLICK: ITTY BITTY BUSINESS PT.1 20220 ANI 5:36
Dirk comes to the aid of the town merchants who are having to close business due to being swindled by a crooked accountant.

GOAL 1: A GOAL 2: A1 A2 B1 B3 B4 C1c C2a D1 D4 GOAL 3: A4 A5 PS: X

218- 2 KUBRICK'S RUBE 15250 STU 2:57
In order to stop its incessant singing, Irving and Dave give Hank the computer a program he can never finish: start with 3; add 4; stop if the sum is even; if not go back to step two.

GOAL 1: A C GOAL 2: A1 A2 A3 GOAL 3: D1 D2 PS: X

218- 3 MATHMAN: SHOW INTERRUPT #2 (1/3) 20200 ANI 0:35
Mathman is told that 1/3 of the show is over and must decide what fraction of the show remains.

GOAL 1: C GOAL 2: GOAL 3: A3 PS:

218- 4 DIRK NIBLICK: ITTY BITTY BUSINESS PT.2 20221 PAR 2:59

GOAL 1: GOAL 2: GOAL 3: PS:

218- 5 PERPENDICULAR LINES 14120 SON 2:01
This rock video, colorized with computer graphics, illustrates the various places we find perpendicular lines in the world.

GOAL 1: A C GOAL 2: GOAL 3: G6 PS:

218- 6 PHONER: THE ANSWER IS 5 20510 STU 2:03
Arthur has a one-sided telephone conversation in which he chooses a number and performs a series of operations that always give him the answer of five.

GOAL 1: A C GOAL 2: GOAL 3: B1 D2 PS:

218- 7 OOPS! 34 X 12 20480 STU 1:42
A confused character makes a mistake when multiplying 34 x 12 which causes a stock-footage disaster.

GOAL 1: A GOAL 2: A1 A2 B4 D1 GOAL 3: B1 PS: X

218- 8 MATHNET-REAR TERRACE-3 20322 NET 9:32
George convinces Kate that her neighbor doesn't have a bomb. Then, when he looks more closely at the poems, he notices a pattern. Each poem is written on a slip from the next bank to be pranked.

GOAL 1: GOAL 2: A1 B2 B3 C1d C2a C2c C3a C3b GOAL 3: A5 B4 F5 F6 PS: X

219- 1 PIECE OF THE PIE #4 20380 GAM 6:09
Two teams alternate guessing the most common answers to the survey question "Name something that is noisy." The team that accumulates the greater percentage wins the game.

GOAL 1: A C GOAL 2: A1 B3 B6 C3b D2 GOAL 3: A5 B1 D1 F6 PS: X

219- 2 DIRKLET: MATHNET PROMO #2 21240 BUM 0:40
Dirk promotes Mathnet which is coming along soon on Square One TV.

GOAL 1: GOAL 2: GOAL 3: PS:

219- 3 BLACKSTONE: 13 TURNS 21070 STU 2:46
A spectator rotates an oriented die 12 times and decides whether to do so a 13th time. A glance at the die tells Blackstone what has been done. Parity of the sum of 3 faces at a corner is the key.

GOAL 1: B GOAL 2: GOAL 3: B3 PS:

219- 4 POS-NEG JOUST: THE WALL +4 PLUS -9 15295 ANI 0:34
When nine "negative" clay-mation creatures surprise 4 "positive" creatures, five "negative" creatures remain.

GOAL 1: A GOAL 2: GOAL 3: A6 B1 PS:

219- 5 MATHNET-REAR TERRACE-4 20323 NET 16:58
George pays a visit to the next pranked bank, but fails to nab the culprit. Then he gets another call from Kate reporting that her neighbor has a plastic explosive. It turns out to be sculpting clay.

GOAL 1: GOAL 2: A1 A2 B3 B4 C1c C2c C3a C3b C3c GOAL 3: A5 B1 F2 PS: X

220- 1 RAPPIN' JUDGE 14740 STU 2:40
A judge raps his decision that a girl on a skateboard could not have committed the crime because she could not have travelled 8 miles in 2 hours if she were only going 3 miles per hour.

GOAL 1: A C GOAL 2: A1 B1 B3 B4 D1 C1a GOAL 3: B5 C2 B1 PS: X

220- 2 TRIPLE PLAY #7 PLAYOFF 20700 GAM 4:41
Two students compete against each other trying to cover the vertices of an equilateral triangle. Multiplication and Addition sentences must be created in order to cover a vertex.

GOAL 1: C GOAL 2: A1 A3 B4 C1b C2c C3a GOAL 3: B1 G6 PS: X

220- 3 MATHNET-REAR TERRACE-5 20324 NET 18:17
George receives another poem. Hurrying to the bank he is able to solve the crime and capture the criminal. He's not finished, however. He has to rescue Kate whose apartment is about to blow up.

GOAL 1: A GOAL 2: A1 A3 B3 C1e C2a C2c C3a C3c GOAL 3: PS: X

221- 1 TONY AND THE TOGAS 12100 SON 6:25
A Phoenician singer finds himself recording a song in Rome and learns about Roman numerals in the process.

GOAL 1: GOAL 2: GOAL 3: A2 PS:

221- 2 DIRK NIBLICK: ILLEGAL LAWYER PT.1 20240 ANI 4:34
Dirk helps Fluff and Fold who are being swindled by a crooked lawyer. They were left an inheritance, but are being given less than their fair share due to the lawyers misuse of fractions.

GOAL 1: A B GOAL 2: A1 B1 B3 B4 C1c C2a GOAL 3: A3 PS: X

221- 3 MAP, THE 14050 LAF 1:23
An older boy and his little brother use a map scale to estimate distance and travel time.

GOAL 1: A C GOAL 2: A1 A3 B2 B3 B4 D1 C1a GOAL 3: G4 C3 B1 PS: X

221- 4 DIRK NIBLICK: ILLEGAL LAWYER PT.2 20241 PAR 2:20

GOAL 1: GOAL 2: GOAL 3: PS:

221- 5 SPADE PARADE: IN SEARCH OF YUCCA PUCK -1 15901 STU 2:45
Spade Parade takes on the case of Vanessa Van Vandervan who has hired 3 consultants to tell her the route to the Yucca Puck. She doesn't know which one tells the truth, which lies, and which does both

GOAL 1: A C GOAL 2: A1 A2 A3 B1 B3 D2 C1a C1e C3b GOAL 3: E3 PS: X

221- 6 EB: SUM MEASURE TRI. #2 16460 ANI 0:14
This short animation ilustrates that the sum of the angles of a triangle equals 180 degrees.

GOAL 1: B GOAL 2: GOAL 3: G6 PS:

221- 7 SPADE PARADE: IN SEARCH OF YUCCA PUCK -2 15902 PAR 2:32
Spade Parade solves the case by asking several questions to sort out a declared liar, a truth-teller, and a third who sometimes tells the truth and sometimes lies.

GOAL 1: GOAL 2: GOAL 3: PS:

221- 8 MATHMAN: DECIMALS MORE THAN 1/2 15700 ANI 1:13
Mathman plays a video game in which he must eat only decimal fractions more than 1/2.

GOAL 1: C GOAL 2: GOAL 3: A4 D1 PS:

221- 9 MATHNET-CASE OF THE MISSING AIR-1 20020 NET 5:46
The Mathnetters help the Robbery Division investigate a series of hold-ups in which a pattern emerges.

GOAL 1: GOAL 2: A1 B3 GOAL 3: C3 PS: X

222- 1 CLOSE CALL #5 20780 GAM 8:31
Students compete against each other trying to get the closest estimate to: Fish in the Aquarium, Coconuts in the Wading Pool, Reg E.'s height in Hot Dogs, and Newspapers edge to edge.

GOAL 1: C GOAL 2: A1 B2 C1e C2c GOAL 3: C1 C2 C3 PS: X

222- 2 AMAZING STORY OF NINES - 1 11351 STU 4:31
A character stumbles upon a genie who explains the amazing story of nines to him. He learns that the sum of the digits of any multiple of 9 is 9 or a multiple of 9.

GOAL 1: B GOAL 2: GOAL 3: B2 D2 B1 A1 PS:

222- 3 EB: MULTIPLES OF 9 20970 ANI 0:18
This short animation illustrates the multiples of nine on a 100 grid.

GOAL 1: GOAL 2: GOAL 3: B2 PS:

222- 4 AMAZING STORY OF NINES - 2 11352 PAR 1:03
The genie provides examples that illustrate that the sum of the digits of any multiple of 9 is 9 or a multiple of 9.

GOAL 1: GOAL 2: GOAL 3: PS:

222- 5 DIRKLET: DIVISIBLE BY 9 21310 ANI 1:37
Dirk explains that if the digits of any whole number are added and the sum is divisible by nine, then the number started with is divisible by nine.

GOAL 1: GOAL 2: A1 B4 C2a D4 GOAL 3: B1 PS: X

222- 6 AMAZING STORY OF NINES - 3 11353 PAR 1:42
The genie provides even more examples illustrating that the sum of the digits of any multiple of 9 is 9 or a multiple of 9.

GOAL 1: GOAL 2: GOAL 3: PS:

222- 7 EB: DOUBLE STAR POLYGON (version 2) 21520 ANI 0:28
This short animation illustrates a 5-point star that is circumscribed by a pentagon.

GOAL 1: B GOAL 2: GOAL 3: G6 PS:

222- 8 NINES 15870 SON 2:34
The cast sings a country music tune expressing the idea that the sum of the digits of any multiple of 9 always add up to 9 or a multiple of 9.

GOAL 1: B C GOAL 2: GOAL 3: B2 D2 B1 PS:

222- 9 MATHNET-CASE OF THE MISSING AIR-2 20021 NET 6:35
The Mathnetters stake out gas stations which fit the pattern of those being robbed. They also create a data base in order to be better able to analyze the data being collected from the robberies.

GOAL 1: GOAL 2: A1 A2 B1 B2 B3 C3a C3b C4a C4b GOAL 3: C3 F5 PS: X

223- 1 BLACKSTONE: DICE AND CARDS 21050 STU 3:22
Blackstone uses a simple switch to illustrate a missing addend problem by forcing the spectator to choose a card determined by a throw of the dice.

GOAL 1: GOAL 2: GOAL 3: D2 PS:

223- 2 POS-NEG JOUST: PARATROOPERS +5 PLUS -3 15294 ANI 0:21
When five "positive" clay-mation creatures parachute onto three "negative" creatures, two "positive" creatures remain.

GOAL 1: A GOAL 2: GOAL 3: A6 B1 PS:

223- 3 TRIANGLE SONG 13270 SON 2:00
This song uses still photography to show examples of triangles in the world.

GOAL 1: GOAL 2: GOAL 3: G6 PS:

223- 4 TRIPLE PLAY #6 20690 GAM 6:33
Two students compete against each other trying to cover the vertices of an equilateral triangle. Multiplication and Addition sentences must be created in order to cover a vertex.

GOAL 1: C GOAL 2: A1 A3 B4 C1b C2c C3a GOAL 3: B1 G6 PS: X

223- 5 PERSON ON THE STREET: HYPOTENUSE 13004 LAF 0:52
The Person on the Street Interviewer asks several people if they know what a hypotenuse is.

GOAL 1: C GOAL 2: GOAL 3: G6 PS:

223- 6 MATHNET-CASE OF THE MISSING AIR-3 20022 NET 13:46
The Mathnetters analyze data and look for a common denominator among the robberies. They find that all the stations which were robbed did have something in common.

GOAL 1: GOAL 2: A1 A2 B1 B3 C1a C1c C3a C3c C4b GOAL 3: D1 F1 F4 F5 F6 PS: X

224- 1 PIECE OF THE PIE #9 20430 GAM 7:00
Two teams alternate guessing the most common answers to the survey question "Name something you do on a camping trip." The team that accumulates the greater percentage wins the game.

GOAL 1: A C GOAL 2: A1 B1 B3 B6 C3b D2 GOAL 3: A5 B1 D1 F6 PS: X

224- 2 DIRK NIBLICK: FOOL MST OF THE PEOPL PT.1 20880 ANI 5:39
Dirk comes to the aid of Mr. Beazley who was swindled by a Used Car salesman claiming he is giving 30% off the base cost of a car.

GOAL 1: B GOAL 2: A1 B1 B3 C1c C2a D1 GOAL 3: A5 PS: X

224- 3 MATHMAN: SHOW INTERRUPT #1 (45%) 20190 ANI 0:28
Mathman is told that 45% of the show has elapsed and must decide what percent remains.

GOAL 1: C GOAL 2: GOAL 3: A5 PS:

224- 4 DIRK NIBLICK: FOOL MST OF THE PEOPL PT.2 20881 PAR 2:35

GOAL 1: GOAL 2: GOAL 3: PS:

224- 5 EIGHT PERCENT OF MY LOVE 11480 SON 2:47
Cris uses percentages to sing about the various ways his love is divided. As Cris mentions a percentage, a drummer displays the corresponding wedge of a pie chart.

GOAL 1: A C GOAL 2: GOAL 3: A5 F6 PS:

224- 6 EB: PARALLEL/NOT PARALLEL (VERSION 2) 21530 ANI 0:18
This short animation illustrates the difference between lines that are parallel and lines that are not.

GOAL 1: B C GOAL 2: GOAL 3: G6 PS:

224- 7 MATHNET-CASE OF THE MISSING AIR-4 20023 NET 8:30
The Mathnetters question disc jockey Byle Dupe about the robberies. They also notice a similarity between radio station K-YUCH's advertising area and the area where the robberies have taken place.

GOAL 1: GOAL 2: B1 B3 C1a C3a C3c C4b D3 GOAL 3: G4 PS: X

225- 1 SQUARE ONE SQUARES #9 20610 GAM 9:29
Two students try to determine which cast member is giving the correct answer to the questions: Solids of Revolution, Green/Red Die, Chocolate Bunnies, and Spinners.

GOAL 1: GOAL 2: GOAL 3: PS:

225- 1 SQUARE ONE SQUARES #9 QUESTION 1 20611 SOS
In this paintbox piece, a trapezoid is rotated along an axis. What solid of revolution will be determined?

GOAL 1: C GOAL 2: A1 B4 C1e C2c GOAL 3: G1 G2 G6 PS: X

225- 1 SQUARE ONE SQUARES #9 QUESTION 2 20612 SOS
A die with two green faces and four red faces is hypothetically tossed 100 times. Which of two graphs better represent the probable outcome of this experiment?

GOAL 1: C GOAL 2: A1 B2 B5 C1d C2c D1 GOAL 3: F4 F6 PS: X

225- 1 SQUARE ONE SQUARES #9 QUESTION 3 20613 SOS
Which is a better buy: two for a nickel or three for a dime?

GOAL 1: C GOAL 2: A1 B4 C1b C1e C2a GOAL 3: B5 D1 PS: X

225- 1 SQUARE ONE SQUARES #9 QUESTION 4 20614 SOS
Which of two spinners gives a better chance of hitting red?

GOAL 1: GOAL 2: A1 B4 B5 C1b C1e C2b C2c GOAL 3: D1 F1 F4 G2 PS: X

225- 2 DIRKLET: MATHMAN PROMO #1 21230 BUM 1:06
Dirk promotes Mathman which is coming up soon on Square One TV.

GOAL 1: GOAL 2: GOAL 3: PS:

225- 3 BLACKSTONE: QUARTER PARITY 21090 STU 3:15
Blackstone illustrates parity by forcing the spectator to choose a marked quarter through an apparently random sequence of interchanges.

GOAL 1: GOAL 2: GOAL 3: B3 PS:

225- 4 MATHMAN: INEQUALITY 3+X > 10 20080 ANI 1:45
Mathman plays a video game in which he must eat all numbers satisfying the inequality 3+x > 10.

GOAL 1: C GOAL 2: GOAL 3: A4 B1 D1 D4 PS:

225- 5 EB: MULTIPLES OF 8 AND 12 20990 ANI 0:46
This short animation illustrates the multiples of 8 and 12 on a 100 grid.

GOAL 1: GOAL 2: GOAL 3: B2 PS:

225- 6 SODA SHOPPE 16100 LAF 0:49
Two customers use an easy way to compute a ten percent tip, which they then round up to the nearest ten cents.

GOAL 1: A C GOAL 2: A1 A2 B2 B4 GOAL 3: A5 A4 B4 PS: X

225- 7 MATHNET-CASE OF THE MISSING AIR-5 20024 NET 8:40
Through logical thinking, the Mathnetters are able to catch Byle Dupe in the act of robbing a 10-4 store.

GOAL 1: A GOAL 2: A1 B1 C1a C4b D4 GOAL 3: F6 PS: X

226- 1 DIRKLET: DIVISIBLE BY 5 21290 ANI 1:18
Dirk explains that a whole number with a zero or a five in the ones place is divisible by five.

GOAL 1: GOAL 2: A1 C2a D1 GOAL 3: B1 PS: X

226- 2 BLACKSTONE: TURNING THE DIE 21040 STU 3:13
Blackstone asks the spectator to rotate a carefully oriented die three times according to indicated directions, then again until the top number is 1, then once more. Now showing is 4, as predicted.

GOAL 1: GOAL 2: GOAL 3: B3 D2 PS:

226- 3 RATINGS WAR 14870 STU 2:25
Larry uses a double bar graph to contrast the number of people who eat rutabagas with the number of people who watch Square One TV.

GOAL 1: A C GOAL 2: GOAL 3: F6 F5 PS:

226- 4 PIECE OF THE PIE #7 20410 GAM 6:10
Two teams alternate guessing the most common answers to the survey question "Name something you see at a parade." The team that accumulates the greater percentage wins the game.

GOAL 1: A C GOAL 2: A1 B6 C3b D2 GOAL 3: A5 B1 D1 F6 PS: X

226- 5 DRAW A MAP 16690 SON 2:11
In order for Luisa to reach Arthur's house, he gives her instructions to make a map. He includes significant landmarks and uses a scale where 1 inch equals 1 mile.

GOAL 1: A C GOAL 2: A1 B1 B3 C1a GOAL 3: G4 G4 C2 PS: X

226- 6 MATHNET-CASE OF THE MAP WITH A GAP-1 20000 NET 11:47
A boy named Bronco has asked the Mathnetters for help in solving a problem. He has a treasure map which he was able to decode using reflection with a mirror. The Mathnetters agree to help him.

GOAL 1: A C GOAL 2: A1 A2 B2 B3 B4 B6 C1a C1e C3b GOAL 3: A4 B4 E3 G2 G5 PS: X

227- 1 ESTIMATION 21390 SON 3:51
A song about estimation which suggests that estimating is a quick and easy way to get an answer fast. It is quite a useful tool when an answer doesn't need to be exact

GOAL 1: GOAL 2: A1 B2 GOAL 3: C3 PS: X

227- 2 SQUARE ONE SQUARES #1 20530 GAM 6:24
Two students try to determine which cast member is giving the correct answer to the questions: Pickle Pies, Silver Dollar, and Tables.

GOAL 1: GOAL 2: GOAL 3: PS:

227- 2 SQUARE ONE SQUARES #1 QUESTION 1 20531 SOS
Pickle Pies of the same size are illustrated via paintbox. One pie is cut into fifths and the other into sixths. The animation shows that the pie cut into fifths will have the bigger slices.

GOAL 1: C GOAL 2: A1 B4 C1b C1e GOAL 3: A3 D1 PS: X

227- 2 SQUARE ONE SQUARES #1 QUESTION 2 20532 SOS
Probability of a fair coin landing on heads is one half. The probability is independent of the number of times the coin is flipped.

GOAL 1: C GOAL 2: A1 B5 C3c D4 GOAL 3: F1 F3 PS: X

227- 2 SQUARE ONE SQUARES #1 QUESTION 3 20533 SOS
Four people can sit at each of three tables when the tables are separated. When the tables are pushed together some of the space for seats is lost allowing room for only eight people.

GOAL 1: C GOAL 2: A1 B4 C1e GOAL 3: B1 G6 PS: X

227- 3 GREMPOD AND BLOTMO: SPONGE CANDY 14420 STU 2:18
Grempod, a Rigelian alien, offers his pal Blotmo a ripe sea fig from the planet Xerkne if he can guess which of his 4 hands holds the treat. The probability is 1/4 that Blotmo will choose correctly.

GOAL 1: C GOAL 2: A1 A2 B1 B5 D1 C2a GOAL 3: F1 A3 PS: X

227- 4 HARRY'S HAMBURGER HAVEN 14240 STU 2:27
As the characters attempt to shoot a commercial for Harry's Hamburger Haven, they note the equivalence of decimal, fraction, and percent.

GOAL 1: C GOAL 2: GOAL 3: A4 A5 A3 PS:

227- 5 DIRKLET: NUMBER TRICK 21350 ANI 1:45
Dirk demonstrates a number trick: take a 3-digit number, reverse them, subtract smaller from larger; middle digit of the difference will be 9 and the sum of the other two is 9.

GOAL 1: GOAL 2: A1 B4 C2a GOAL 3: A2 PS: X

227- 6 EB: SPOT THE PENTAGONS 20910 ANI 0:25
This short animation asks the viewer to identify which of the polygons are pentagons.

GOAL 1: GOAL 2: A1 D1 GOAL 3: G6 PS: X

227- 7 MATHNET-CASE OF THE MAP WITH A GAP-2 20001 NET 10:04
The Mathnetters join forces with Bronco and ride horses into Mulch Gulch, a deserted ghost town. They are in search of the buried treasure.

GOAL 1: GOAL 2: B1 GOAL 3: PS:

228- 1 DIRKLET: PAPER AND PENCIL #1 21250 BUM 1:09
Dirk reminds the viewers that it is a good idea to have paper and pencil handy when they watch Square One TV.

GOAL 1: GOAL 2: GOAL 3: PS:

228- 2 PHONER: THE ANSWER IS 2 20500 STU 2:50
Beverly has a one-sided telephone conversation in which she chooses a number and performs a series of operations that always give her the answer of two.

GOAL 1: A C GOAL 2: GOAL 3: B1 D2 PS:

228- 3 BLACKSTONE: 1089 10372 STU 3:05
Blackstone asks the spectator to take a 3 digit number, reverse the digits, subtract the smaller from the larger, reverse those digits (treat it as a 3-digit number), and gets the answer 1089.

GOAL 1: GOAL 2: GOAL 3: D2 G2 B1 PS:

228- 4 TRIPLE PLAY #8 20710 GAM 5:24
Two students compete against each other trying to cover the vertices of an equilateral triangle. Multiplication and Addition sentences must be created in order to cover a vertex.

GOAL 1: C GOAL 2: A1 A3 B4 C1b C2c C3a GOAL 3: B1 G6 PS: X

228- 5 AVERAGE AMERICAN 10220 SON 3:02
In this song, Larry sings about the statistical averages for various American habits to show Cynthia just how much of an "Average American" he is.

GOAL 1: C GOAL 2: GOAL 3: F2 PS:

228- 6 MATHNET-CASE OF THE MAP WITH A GAP-3 20002 NET 12:17
The Mathnetters and Bronco use triangulation to help locate the buried treasure. Their digging proves successful, not in finding the treasure, but in locating the other part of the map.

GOAL 1: A C GOAL 2: A1 A2 B1 B2 B3 B4 B5 C1a C1e C GOAL 3: B5 C1 C2 G4 G6 PS: X

229- 1 CLOSE CALL #8 20810 GAM 8:14
Students compete against each other trying to get the closest estimate to: Puzzle Pieces, Elephant with a Tutu, Candies on the Close Call Sign, and % of Audience with Baseball Caps.

GOAL 1: C GOAL 2: A1 B2 C2 GOAL 3: A5 C1 C2 PS: X

229- 2 MATHMAN: HEXAGONS 20140 ANI 1:25
Mathman plays a video game in which he must eat all polygons which are hexagons.

GOAL 1: C GOAL 2: GOAL 3: G6 PS:

229- 3 DIRK NIBLICK: TO HECK AND BACK PT.1 21120 ANI 5:31
Dirk comes to the rescue of his neighbor, Mr. Beazley, who is accused of having robbed a bank in the town of Heck. Dirk proves Beazley's innocence based on distance, rate and time.

GOAL 1: GOAL 2: A1 B2 B3 B4 C1c C2a C3b D1 GOAL 3: C2 C3 PS: X

229- 4 FIVE-NINETEEN BLUES 16170 LAF 1:18
This song shows that you can round off a lot of numbers but not the time the train leaves.

GOAL 1: A C GOAL 2: GOAL 3: B4 PS:

229- 5 DIRK NIBLICK: TO HECK AND BACK PT.2 21121 PAR 2:20

GOAL 1: GOAL 2: GOAL 3: PS:

229- 6 MATHNET-CASE OF THE MAP WITH A GAP-4 20003 NET 8:08
The Mathnetters and Bronco search for information which will help them decode their newly found map. After much trial and error, they realize that a mirror is the solution to deciphering the map.

GOAL 1: C GOAL 2: A1 A2 A3 B2 B4 B6 C3a C3b C3c GOAL 3: G2 PS: X

230- 1 TIME KEEPER 21410 SON 3:31
Tempestt Bledsoe sings about keeping time in a factory and the clock arithmetic which is involved.

GOAL 1: C GOAL 2: A1 B4 C1b GOAL 3: B3 PS: X

230- 2 DIRK NIBLICK: THE LINT TRAP PT.1 20270 ANI 4:58
Dirk helps Fluff and Fold understand that they were underpaid by their boss, Soapy LaFong. He paid them for only four hours a day although they had clearly worked four and a half hours each day.

GOAL 1: B GOAL 2: A1 B4 C1c C2a C2b GOAL 3: B3 PS: X

230- 3 EB: ROTATIONAL SYMMETRY #2 16440 ANI 0:31
This short animation uses a 5-point star to illustrate the concept of rotational symmetry.

GOAL 1: B GOAL 2: GOAL 3: G2 PS:

230- 4 MATHMAN: SYMMETRY 20180 ANI 1:36
Mathman plays a video game in which he must eat all polygons which have a line of symmetry.

GOAL 1: C GOAL 2: GOAL 3: G2 PS:

230- 5 DIRK NIBLICK: THE LINT TRAP PT.2 20271 PAR 2:48

GOAL 1: GOAL 2: GOAL 3: PS:

230- 6 EB: DECIMALS/PERCENTS/FRACTIONS-25% 17030 ANI 0:25
This short animation uses a square to illustrate the equivalence of 25%, .25, 25/100, and 1/4.

GOAL 1: B GOAL 2: GOAL 3: A5 A3 A4 PS:

230- 7 DIET LITE WET 14230 STU 3:22
As the characters attempt to shoot a commercial for Diet Lite Wet, they note the equivalence of fraction, decimal,and percent.

GOAL 1: A C GOAL 2: GOAL 3: A3 A5 A4 PS:

230- 8 SQUARE ONE PUZZLER: CALENDAR 21140 ANI 0:58
A short animation puzzler: If today is Wednesday, what day of the week will it be in twenty days?

GOAL 1: GOAL 2: A1 B4 C1b C1e C2a C2c GOAL 3: B3 PS: X

230- 9 MATHNET-CASE OF THE MAP WITH A GAP-5 20004 NET 7:58
The Mathnetters help Bronco find the buried treasure after combining the two map pieces and using triangulation to locate the burial spot.

GOAL 1: A C GOAL 2: A1 B1 B3 B4 B6 C1a C1e C4b GOAL 3: C1 C2 G4 G6 PS: X

231- 1 PIECE OF THE PIE #6 20400 GAM 7:31
Two teams alternate guessing the most common answers to the survey question "Name something you identify by its smell." The team that accumulates the greater percentage wins the game.

GOAL 1: A C GOAL 2: A1 B3 B6 C3b D2 GOAL 3: A5 B1 D1 F6 PS: X

231- 2 DIRK NIBLICK: DO NOT FOLD, SPINDLE, PT.1 21110 ANI 6:07
Dirk confronts a salesman about the legitimacy of his sales tactics. He pressures his customers into buying three sixty minute audio tapes for $3.95 instead of two ninety minute tapes for $2.95.

GOAL 1: A GOAL 2: A1 B1 B3 C1c D1 GOAL 3: B5 PS: X

231- 3 AREA-VER.2 20940 ANI 0:20
This short animation shows that the area of a rectangular figure is the product of its length and width.

GOAL 1: GOAL 2: GOAL 3: C1 C2 PS:

231- 4 DIRK NIBLICK: DO NOT FOLD, SPINDLE, PT.2 21111 PAR 2:45

GOAL 1: GOAL 2: GOAL 3: PS:

231- 5 MATHMAN: INEQUALITY T+40 < 75 20100 ANI 1:43
Mathman plays a video game in which he must eat all numbers satisfying the inequality T+40 < 75.

GOAL 1: C GOAL 2: GOAL 3: A4 B1 D1 D4 PS:

231- 6 MATHNET-CASE OF THE WILLING PARROT-1 20030 NET 8:44
The Mathnetters receive a call from Walter Treppling about a haunted mansion. The Mathnetters go to investigate, only to find that the mansion is owned by Little Louie - a parrot.

GOAL 1: A C GOAL 2: A1 GOAL 3: C2 D2 G4 PS:

232- 1 COMBO JOMBO 21400 SON 3:41
The song demonstrates the use of combinatorics to find the number of combinations of bands of several sizes given the number of each type player available.

GOAL 1: A GOAL 2: A1 A3 B4 C1c D1 GOAL 3: B1 E1 PS: X

232- 2 DIRKLET: MAKE A DRAWING 21320 BUM 1:33
Dirk suggests that a good problem solving heuristic is to make a drawing in order to visualize a problem more clearly.

GOAL 1: GOAL 2: A1 C2a GOAL 3: PS: X

232- 3 DATA HEADACHE I 14311 STU 1:10
A woman uses a bar chart to organize her monthly expenses and rid herself of a data headache.

GOAL 1: A GOAL 2: GOAL 3: F6 PS:

232- 4 SQUARE ONE SQUARES #4 20560 GAM 5:27
Two students try to determine which cast member is giving the correct answer to the questions: Grid with Star, and Futuristic Money.

GOAL 1: GOAL 2: GOAL 3: PS:

232- 4 SQUARE ONE SQUARES #4 QUESTION 1 20561 SOS
What number belongs in the square with the star in it, if you count along the edge of a 10x10 grid?

GOAL 1: GOAL 2: A1 B4 C1c C3a GOAL 3: B1 C2 C4 PS: X

232- 4 SQUARE ONE SQUARES #4 QUESTION 2 20562 SOS
Which of the two figures contains more triangles?

GOAL 1: C GOAL 2: A1 B4 C1b C1e C2c C4a GOAL 3: G6 PS: X

232- 5 POLYHEDRONS - 1 (TETRAHEDRON) VERSION 2 21580 ANI 0:24
This animation illustrates how an arrangement of triangles fold up into a 3-dimensional tetrahedron.

GOAL 1: B GOAL 2: GOAL 3: G6 G1 G2 PS:

232- 6 BLACKSTONE: DIME, PENNY, NICKEL 15537 STU 2:04
Blackstone uses a fundamental property of even and odd numbers to correctly identify which hand holds the dime and which holds the penny. His follow-up trick depends on psychology--not mathematics.

GOAL 1: GOAL 2: GOAL 3: B3 B1 PS:

232- 7 INFINITY (INFINITE REGRESS) 16250 ANI 0:41
The camera zooms in on Beverly sitting in a room with a picture of Beverly sitting in a room with a picture of Beverly sitting in a room -- to illustrate the idea of infinite regress.

GOAL 1: B GOAL 2: GOAL 3: D1 G2 PS:

232- 8 MATHNET-CASE OF THE WILLING PARROT-2 20031 NET 12:06
The Mathnetters find their ghost, Norman Tedge, hiding out in the mansion. Then they uncover a puzzle with a particular pattern which might prove to have a bearing on the missing money.

GOAL 1: GOAL 2: A1 B1 B3 B4 B5 C1b C3a GOAL 3: A5 D2 F1 F4 G6 PS: X

233- 1 DIRKLET: CLOSE CALL PROMO/ESTIMATION 21210 ANI 1:01
Dirk promotes the use of estimation and plugs the terrific game show of estimation, Close Call.

GOAL 1: GOAL 2: A1 D1 GOAL 3: B4 PS: X

233- 2 GHOST OF A CHANCE 11950 SON 4:20
At a haunted house, a pizza delivery boy finds himself in several threatening situations -- each of which has a different probability of escape.

GOAL 1: A C GOAL 2: A1 A2 B5 B6 GOAL 3: F1 F3 PS: X

233- 3 CLOSE CALL #6 20790 GAM 5:45
Students compete against each other trying to get the closest estimate to: Colored Balloons, Bananas on a Table, Slices of Bread in the Sandwich, and % of Audience with Pom Poms.

GOAL 1: C GOAL 2: A1 B2 C2a GOAL 3: A5 C1 C2 C3 PS: X

233- 4 MATHMAN: INEQUALITY 20 > A+5 20090 ANI 1:32
Mathman plays a video game in which he must eat all numbers satisfying the inequality 20 > A + 5.

GOAL 1: C GOAL 2: GOAL 3: A4 B1 D1 D4 PS:

233- 5 POLYHEDRONS - 2 (HEXAHEDRON) (VERSION 2) 21590 ANI 0:28
This animation illustrates how an arrangement of squares folds up into a 3-dimensional hexahedron.

GOAL 1: B GOAL 2: GOAL 3: G6 G1 G2 PS:

233- 6 PHONER: FIBONACCI SEQUENCE 15960 STU 2:08
Arthur has a one-sided telephone conversation where he writes down the Fibonacci Sequence -- a series of numbers beginning with 1 whose next term is generated by adding the two terms previous.

GOAL 1: A C GOAL 2: GOAL 3: B3 D2 PS:

233- 7 MATHNET-CASE OF THE WILLING PARROT-3 20032 NET 12:13
The Mathnetters are called in to solve the mystery of the missing parrot. Using problem solving skills and the Fibonacci sequence they are able to find the missing bird.

GOAL 1: B C GOAL 2: A1 A3 B1 B4 B6 C1e C3a C4a C4b GOAL 3: B3 G6 PS: X

234- 1 DIRK NIBLICK: GO WEST YOUNG MATH. PT.1 20250 ANI 5:53
Dirk comes to the rescue of townspeople being swindled when purchasing land. Although they receive the proper amount of land, it is not in dimensions suitable for building.

GOAL 1: A C GOAL 2: A1 A2 B1 B3 B4 C1b C2a D1 D2 GOAL 3: C2 D2 PS: X

234- 2 TESSELLATION ANIMATION:TILE 10740 ANI 1:13
This animation shows both hexagons tessellating alone and hexagons forming a tessellated pattern with a star shape. The final image shows the same tessellated pattern on a real-life tile mosaic.

GOAL 1: A B GOAL 2: GOAL 3: G3 G6 PS:

234- 3 DIRK NIBLICK: GO WEST YOUNG MATH. PT.2 20251 PAR 3:10

GOAL 1: GOAL 2: GOAL 3: PS:

234- 4 MATHMAN: EXTRA SHORT 15660 ANI 0:27
Before Mathman can begin his video game, Mr. Glitch eats him.

GOAL 1: C GOAL 2: GOAL 3: PS:

234- 5 STICK SQUARES - 1 13951 STU 0:25
Alison Smith uses toothpicks to make a square that is divided into 9 smaller squares and asks the audience how many squares there are in all.

GOAL 1: C GOAL 2: A1 B4 D1 D2 C1e C4a GOAL 3: G6 PS: X

234- 6 SUGAR RAY SKETCH 14770 STU 4:32
Battling for the Doggy Weight Championship, Sugar Ray Leonard figures out the weight of a dog by picking up the dog, weighing their total, and then subtracting his weight.

GOAL 1: A C GOAL 2: A1 A2 A3 B3 B4 D1 D3 C1e C4a GOAL 3: C2 B1 PS: X

234- 7 STICK SQUARES - 2 13952 STU 0:42
Alison Smith demonstrates toothpick square tricks to the viewing audience.

GOAL 1: C GOAL 2: A1 B4 D1 D2 C1e C4a GOAL 3: G6 PS: X

234- 8 MATHNET-CASE OF THE WILLING PARROT-4 20033 NET 11:03
The Mathnetters investigate the latest crime, a birdnapping - namely, Little Louie. Their checking of resources leads them to Norman Tedge. They arrest him, but he escapes before their very eyes.

GOAL 1: GOAL 2: A1 B1 B3 B6 C3b D3 GOAL 3: B3 PS: X

235- 1 ONE BILLION IS BIG 20850 SON 3:14
The Fat Boys sing about one billion and its relative magnitude compared to one million.

GOAL 1: GOAL 2: A1 B2 B4 C1b C2a D1 GOAL 3: A1 A2 PS: X

235- 2 DIRKLET: TRIPLE PLAY PROMO/TRIANGLES 21190 ANI 0:47
Dirk says he loves Triple Play and wonders if all triangles are equilateral.

GOAL 1: GOAL 2: A1 GOAL 3: G6 PS: X

235- 3 EB: PONG GAME 15180 ANI 0:19
This animation illustrates billiard geometry and shows a ball rebounding from wall to wall before finally exiting the one opening.

GOAL 1: B GOAL 2: GOAL 3: G2 G6 PS:

235- 4 TRIPLE PLAY #9 20720 GAM 6:15
Two students compete against each other trying to cover the vertices of an equilateral triangle. Multiplication and Addition sentences must be created in order to cover a vertex.

GOAL 1: C GOAL 2: A1 A3 B4 C1b C2c C3a GOAL 3: B1 G6 PS: X

235- 5 MATHMAN: SQUARE NUMBERS #1 20040 ANI 1:39
Mathman plays a video game in which he must eat all square numbers.

GOAL 1: C GOAL 2: GOAL 3: B2 PS:

235- 6 SQUARE ONE PUZZLER: SALARY (.5 vs .25) 21150 ANI 0:48
A short animation puzzler: Which is more, .5 or .25?

GOAL 1: GOAL 2: A1 B4 C1b C1e C2a GOAL 3: A3 A4 D1 PS: X

235- 7 SALE, THE 14060 LAF 1:07
Two girls figure out what twenty percent off a thirty dollar dress is.

GOAL 1: A C GOAL 2: A1 A2 B4 C2c GOAL 3: A5 B1 A3 PS: X

235- 8 MATHNET-CASE OF THE WILLING PARROT-5 20034 NET 11:58
The Mathnetters use Walter Treppling's assistance in making a conversion between the Fibonacci sequence and a pattern of tiles. Solving this pattern leads them to the hidden fortune left in the will.

GOAL 1: B C GOAL 2: B1 B3 C1b C1e C2a C2c C3a C3b GOAL 3: B1 B3 D2 PS: X

236- 1 MATHMAN: INEQUALITY 19-C < 5 20110 ANI 1:29
Mathman plays a videogame in which he must eat all numbers which satisfy the inequality 19-C < 5.

GOAL 1: C GOAL 2: GOAL 3: B1 D1 D4 PS:

236- 2 TRIPLE PLAY #10 PLAYOFF 20730 GAM 6:37
Two students compete against each other trying to cover the vertices of an equilateral triangle. Multiplication and Addition sentences must be created in order to cover a vertex.

GOAL 1: C GOAL 2: A1 B4 C1b C2c C3a GOAL 3: B1 G6 PS: X

236- 3 DIRK NIBLICK: MALL OR NOTHING AT ML PT.1 20260 ANI 6:06
Dirk comes to the rescue of Fluff and Fold who are being deceived by a biased survey.

GOAL 1: B GOAL 2: A1 A2 B1 B3 C1c C2a D1 D4 GOAL 3: A5 F5 PS: X

236- 4 BLACKSTONE: MIRASKILL-CANDIES 15550 STU 3:03
Blackstone has an even number of candies, 1/2 red, 1/2 green. The spectator places the candy, 2 at a time, in piles according to color. Blackstone predicts that there will be 2 fewer candies in 1 pile

GOAL 1: GOAL 2: GOAL 3: B3 A2 PS:

236- 5 DIRK NIBLICK: MALL OR NOTHING AT ML PT.2 20261 PAR 2:38

GOAL 1: GOAL 2: GOAL 3: PS:

236- 6 PERSON ON THE STREET: COMBINATORICS 13007 LAF 1:08
The Person on the Street Interviewer asks various people to define combinatorics.

GOAL 1: C GOAL 2: GOAL 3: E1 PS:

236- 7 POS-NEG JOUST: THE ABYSS +3 PLUS -3 15296 ANI 0:30
When three "negative" clay-mation creatures confront three "positive" clay creatures, no clay creatures remain.

GOAL 1: A GOAL 2: GOAL 3: A6 B1 PS:

236- 8 MATHNET-CASE OF THE GREAT CAR ROBBERY-1 20010 NET 5:43
The Mathnetters are called in to investigate the increase in the number of cars being stolen in the L.A. area. They begin by analyzing data collected from the robberies in the hope of finding clues.

GOAL 1: C GOAL 2: A1 B2 B3 B4 C1c C2a C3a GOAL 3: A5 B4 F5 F6 PS: X

237- 1 PRIME NUMBERS 20840 SON 3:42
The Jets sing a song about prime numbers.

GOAL 1: GOAL 2: A1 B4 GOAL 3: B2 B3 PS: X

237- 2 CLOSE CALL #10 20830 GAM 7:05
Students compete against each other trying to get the closest estimate to: Cactus Thorns, Ping Pong Balls in the Container, Bicycle Spokes, and Weight of Kids in the Audience.

GOAL 1: C GOAL 2: A1 B2 D3 GOAL 3: C1 PS: X

237- 3 DIRKLET: LOOK FOR A PATTERN 21330 ANI 1:46
Dirk suggests that a good problem solving heuristic is to look for a pattern .

GOAL 1: GOAL 2: A1 C2a C3a GOAL 3: D2 PS: X

237- 4 MATHMAN: INEQUALITY 7+P < 7 20120 ANI 1:30
Mister Glitch plays a video game in which he must eat all numbers which satisfy the inequality 7+P <7.

GOAL 1: C GOAL 2: GOAL 3: A6 B1 D1 D4 PS:

237- 5 PERCENTS 15380 SON 2:25
This glitzy song expresses the relations among percents, fractions, and decimals.

GOAL 1: A C GOAL 2: GOAL 3: A5 A3 A4 PS:

237- 6 MATHNET-CASE OF THE GREAT CAR ROBBERY-2 20011 NET 10:39
The Mathnetters continue their investigation into the missng cars and meet Li So, a young lady whose car has been stolen. Although she saw it being towed, the L.A.P.D. has no record of taking it.

GOAL 1: GOAL 2: A1 B4 C1d C2c C3a C3b C3c C4a GOAL 3: A5 B4 F2 F5 F6 PS: X

238- 1 SQUARE ONE SQUARES #6 20580 GAM 7:36
Two students try to determine which cast member is giving the correct answer to the questions: 60 Day Calendar, Boxes with Triangles, and Stacked Nickels.

GOAL 1: GOAL 2: GOAL 3: PS:

238- 1 SQUARE ONE SQUARES #6 QUESTION 1 20581 SOS
If today is Monday, what day of the week will it be sixty days from now? This paintbox piece examines the problem.

GOAL 1: C GOAL 2: A1 B4 C1c C2c C3a GOAL 3: B3 PS: X

238- 1 SQUARE ONE SQUARES #6 QUESTION 2 20582 SOS
What will the two boxes look like when they are glued together so that the triangles on them are perfectly aligned?

GOAL 1: C GOAL 2: A1 B4 C1e C2c D1 GOAL 3: G2 G6 PS: X

238- 1 SQUARE ONE SQUARES #6 QUESTION 3 20583 SOS
Which is worth more; your height in stacked nickels or your height in quarters edge to edge?

GOAL 1: C GOAL 2: A1 B2 B4 C1e C2c GOAL 3: B5 C1 C3 D1 PS: X

238- 2 DIRK NIBLICK: ITTY BITTY BUSINESS PT.1 20220 ANI 5:36
Dirk comes to the aid of the town merchants who are having to close business due to being swindled by a crooked accountant.

GOAL 1: A GOAL 2: A1 A2 B1 B3 B4 C1c C2a D1 D4 GOAL 3: A4 A5 PS: X

238- 3 OOPS! 804 - 236 20470 STU 1:30
A confused character makes a mistake when subtracting 804 - 236 which causes a stock-footage disaster.

GOAL 1: A GOAL 2: A1 A2 B4 D1 GOAL 3: B1 A2 PS: X

238- 4 DIRK NIBLICK: ITTY BITTY BUSINESS PT.2 20221 PAR 2:59

GOAL 1: GOAL 2: GOAL 3: PS:

238- 5 MATHNET-CASE OF THE GREAT CAR ROBBERY-3 20012 NET 9:39
20,000 cars have disappeared from L.A. during the past two months with a recovery rate of only 30 percent. The Mathnetters decide to speak to a used car dealer to learn more about the missing cars.

GOAL 1: GOAL 2: A1 B1 B3 C1c C2c C3a C3b C4a GOAL 3: B5 F5 F6 PS: X

239- 1 ICE CREAM STORE: CALORIES 10130 STU 3:10
A dieting woman enters an ice cream store run by a Valley Boy who uses a bar chart and percents to compare the calories of the various frozen treats.

GOAL 1: A C GOAL 2: A1 B3 D1 C1d GOAL 3: A5 A3 D1 F6 PS: X

239- 2 TESSELLATIONS 15810 SON 3:12
A boppy beach tune illustrates the concept of tessellation as surfers cover their boards and the beach with repeating geometric shapes.

GOAL 1: B GOAL 2: GOAL 3: G3 G6 PS:

239- 3 DIRKLET: DIVISIBLE BY 3 21300 ANI 1:40
Dirk explains that if the digits of any whole number are added and the sum is divisible by three, then the number started with is divisible by three.

GOAL 1: A B C GOAL 2: A1 B4 C2a GOAL 3: B1 PS: X

239- 4 PIECE OF THE PIE #11 20450 GAM 5:48
Two teams alternate guessing the most common answers to the survey question "Name your favorite musical instrument." The team that accumulates the greater percentage wins the game.

GOAL 1: A C GOAL 2: A1 B6 C3b GOAL 3: A5 B1 D1 F6 PS: X

239- 5 EB: MIXED NUMBERS 3/2 20960 ANI 0:13
This short animation illustrates mixed numbers by showing the same amount of liquid in a number of different glasses.

GOAL 1: A GOAL 2: GOAL 3: A3 D1 PS:

239- 6 DATA HEADACHE III 14310 STU 1:10
A corporate executive uses a line graph to organize her expenses and rid herself of a data headache.

GOAL 1: A GOAL 2: GOAL 3: F6 PS:

239- 7 MATHMAN: PERCENTAGES MORE THAN 1/2 15710 ANI 1:17
Mathman plays a video game in which he must eat only percentages that are less than 1/2.

GOAL 1: C GOAL 2: GOAL 3: A5 D1 PS:

239- 8 MATHNET-CASE OF THE GREAT CAR ROBBERY-4 20013 NET 10:31
With Li So's help, the Mathnetters determine that the pattern of heavy cars being stolen is an important clue in the crimes. They hypothesize that the cars are being recycled as scrap metal.

GOAL 1: GOAL 2: A1 B2 B3 B4 B5 B6 C1c C2c C3b GOAL 3: B1 B4 B5 F6 PS: X

240- 1 DIRKLET: COMPARE FRACTIONS (1/3 1/4) 21380 ANI 1:31
Dirk compares the fractions 1/3 and 1/4 and concludes that 1/3 is larger than 1/4.

GOAL 1: GOAL 2: A1 C2a C2b GOAL 3: A3 D1 PS: X

240- 2 BLACKSTONE: FIVE ENVELOPE SPELLING 21100 STU 4:40
By seeding an envelope with money among four others with only messages, Blackstone retains the money for himself when all count off to choose one. He thus illustrating a careful use of remainders.

GOAL 1: GOAL 2: GOAL 3: D2 PS:

240- 3 ARCHIMEDES 21130 SON 2:56
This song about Archimedes highlights some of his inventions and discoveries.

GOAL 1: A GOAL 2: GOAL 3: PS:

240- 4 MATHMAN: FRACTIONS GREATER THAN 1 20070 ANI 1:37
Mathman plays a video game in which he must eat all fractions which are greater than 1.

GOAL 1: C GOAL 2: GOAL 3: A3 PS:

240- 5 MATHNET-CASE OF THE GREAT CAR ROBBERY-5 20014 NET 15:24
The Mathnetters set a trap for the car robbers. The robbers fall for the trap, leading the Mathnetters to the scrap metal site where they catch their culprit.

GOAL 1: GOAL 2: A1 B1 B3 B4 C1d C1e C3a GOAL 3: B4 B5 F2 F5 F6 PS: X